

BradyGAMES
STRATEGY GUIDES

THE ELECTRONICS BOUTIQUE, INC.

\$12.99

MARIO RPG MACMI HB

1268994

TOTALLY UNAUTHORIZED

SUPER MARIO RPG

LEGEND OF THE SEVEN STARS™

**MAPS & WALKTHROUGHS
FOR EVERY WORLD!**

Covers Super NES®

TOTALLY UNAUTHORIZED GUIDE TO Super Mario RPG

by
**Christine Watson
& Joseph Bell**



///BradyGAMES

Totally Unauthorized Guide to **Super Mario RPG**

Copyright 1996

Brady Publishing

Super Mario RPG: Legend of the Seven Stars™ is a registered trademark of Super Nintendo Entertainment System® Game by Game Pak. ©1996 Nintendo of America, Inc. This book is published without the license, official seal, or participation of Nintendo of America, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

Legal Stuff

Brady Publishing

An Imprint of
Macmillan Computer Publishing
201 West 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-543-3

Library of Congress Catalog No.: 95-083412

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 96-1 shows that the first printing of the book occurred in 1996.

99 98 97 96

4 3 2 1

Manufactured in the United States of America.

Limits of Liability and Disclaimer of Warranty:

The author and publisher of this book have used their best efforts in preparing this book and the programs contained in it. These efforts include the development, research, and testing of the theories and procedures to determine their effectiveness. THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

Credits

Publisher

Rick Ranucci

Licensing Manager

Maritza Gibbons

Editor-in-Chief

H. Leigh Davis

Managing Editor

Chris Nelson

Development Editor

David Cassidy

Project Editor

David Bartley

Screen Shot Editor

Michael Owen

Acquisitions Manager

Debra McBride

Creative Director

Jean Bisesi

Book Designer

Carol Stamile

Cover Designer

Carol Stamile

Production Team

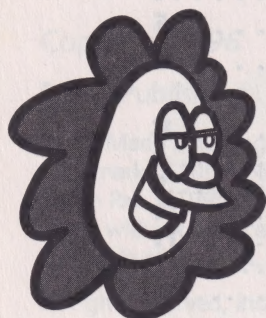
Dave Eason

Scott Tullis

Megan Wade

Contents

Acknowledgments	4
Introduction	5
Character Profiles	6
WORLD 1	8
Mario's Pad	8
Mushroom Way	9
Mushroom Kingdom	11
Mushroom Castle	11
Bandit's Way	12
Return to Mushroom Kingdom	14
WORLD 2	16
Kero Sewers	16
Midas River Course	19
Tadpole Pond	20
Melody Bay	21
Rose Way	22
Rose Town	24
Forest Maze	26
Pipe Vault	29
Yo'Ster Isle	31
WORLD 3	32
Moleville	32
Mine	33
Bonus Game: Rail Car Ride	38
Booster Pass	39
Booster's Tower	40
Uphill Chase	46
Marrymore	46
WORLD 4	50
Back at the Castle	50
Back to Melody Bay	50
Back to Yoshi's Island	51
Star Hill	51
Seaside Town	52
Sea	53
Sunken Ship	54
Back at Seaside Town	60
WORLD 5	62
Land's End	62
Land's End Cave	64
Land's End Desert	65
Belome Temple	67
Monstro Town	70
Bean Valley	74
Grate Guy Casino	79
WORLD 6	80
Nimbus Land	80
Nimbus Castle	81
Barrel Volcano	87
WORLD 7	94
Bowser's Keep	94
Gate	105
Bestiary	114
Spell List	126



Acknowledgments

Richie Hideshima, for help with Japanese translations

David Gray, for moral support

Debra McBride, for always believing in us (and getting us into E3!)

David Cassady, for understanding the gamer's perspective

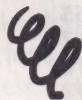
Our Parents: Eleanor Cain and Donald & Connie Watson, for keeping us sane and bearing with us when times were tough.

All of our pets: Kitty, Indy, Tigger, Jenny, Evel, Cookie, Gwenivere, Googs, and Arthur, just for being there.

Our nervous systems, for keeping up with us through all that caffeine and adrenaline.

Using This Book

The following is a list of some things you'll see occasionally throughout this book and what they mean:



When you see this icon, it means there's an opportunity to save your game nearby.



This icon tells you that one of Super Mario RPG's mini-games is available.

4

Numbers on the maps relate to the numbered item/location lists at the beginning of each new Area.

INTRODUCTION:



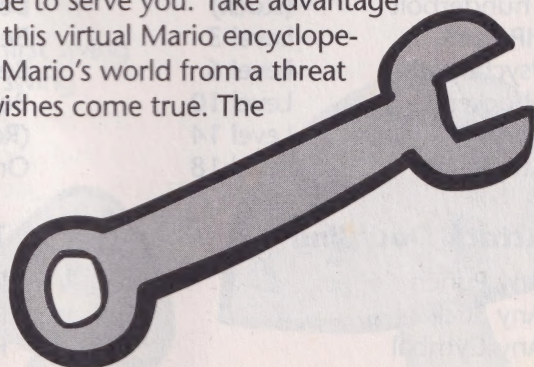
THE LEGEND OF THE SEVEN STARS

This is the first and last RPG involving Nintendo's original mascot, Super Mario. It marks the SNES's final tribute to a character that has endured for over 15 years, beginning with the original arcade smash, Donkey Kong. It's no coincidence then, that this game is what players will call things like: the best Mario game ever, the finest Super NES game ever; or perhaps the best RPG ever, or even the best game ever made.

No matter how you look at it, the highest-quality efforts of Square (master RPG makers) and Nintendo (master game makers) have combined to make a product that is unrivaled in detail and depth on any platform and across all styles of games. No corners were cut, no concessions made, no excuses accepted. The gamemakers have taken every element of Mario and seamlessly combined them with the most classic RPG elements, resulting in a unique hybrid that will keep players puzzled and coming back for hours, days, weeks, months, and even years to come.

This book will provide you with answers to the questions that you couldn't answer, solutions to the puzzles you couldn't solve, and insights into aspects of the game you may not have even considered. Every bit of vital information that could be forced out of this game is here for your use—available to you at any time with the brush of a fingertip.

You can choose to be stumped, or you can look in this book and find the appropriate reference to ease your mind. Use the information however you choose to use it. This is your book. It was made to serve you. Take advantage of the wealth of knowledge contained within this virtual Mario encyclopedia, and you'll be well on your way to saving Mario's world from a threat unlike any ever faced before. You can make wishes come true. The power is in your hands...





Character Profiles

NOTE: All Spells are executed by pressing the Y Button, except those noted with (*). These spells are executed by rotating the D-pad and do not require the usage of the Y Button.

Mario

Spell:	Attained:	Press Y Button:	FP Use:
Jump	(stock)	Prior to hit	3
Fire Orb	Level 3	Repeatedly	5
Super Jump	Level 6	Prior to hit	7
Super Flame	Level 10	Repeatedly	9
Ultra Jump	Level 14	Prior to hit	11
Ultra Flame	Level 18	Repeatedly	14

Attack Doubling:

Any Punch
Any Shell
Any Hammer

Timing:

Before swing
Before kick
Before swing

NOTE: Attack doubling for all characters requires an additional attack button press during the specified frame of animation.

Mallow

Spells:	Attained:	Y Button Timing:	FP Use:
Thunderbolt	(stock)	Before bolt ends	2
HP Rain	Level 3	Before shower ends	2
Psychopath	Level 6	Before spotlights meet	1
Shocker	Level 10	Before bolt ends	8
Snowy*	Level 14	(Rotate D-pad)	12
Star Rain	Level 18	On contact (repeat)	14

Attack Doubling:

Any Punch
Any Stick
Any Cymbal

Timing:

Right before swing
Right before arc of swing
Right before they close

Geno

Spells:	Attained:	Y Button Timing:	FP Use:
Geno Beam	(stock)	Hold until discharge	3
Geno Boost	Level 8	Before boost ends	4
Geno Whirl	Level 11	Prior to contact	8
Geno Blast	Level 14	Hold Y to energize	12
Geno Flash	Level 17	Hold Y to build power	16

Attack Doubling:

Any attack

Timing:

Right as arm appears

Bowser

Spells:	Attained:	Y Button Timing:	FP Use:
Terrorize*	(stock)	(Rotate D-pad)	6
Poison Gas*	Level 12	(Rotate D-pad)	10
Crusher	Level 15	Prior to contact	12
Bowser Crush	Level 18	Repeatedly	16

Attack Doubling:

Any Claw
Any Chain
Any Throw

Timing:

Right before swing
Right after fourth swing
Right before throw

Princess

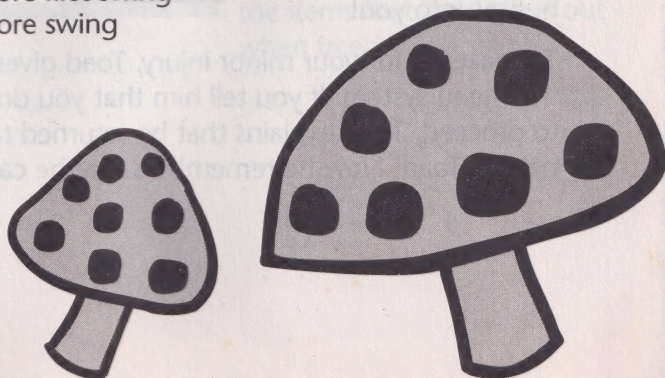
Spells:	Attained:	Y Button Timing:	FP Use:
Therapy	(stock)	Before end	2
Group Hug	(stock)	Before end	4
Sleepy Time*	Level 11	(Rotate D-pad)	4
Come Back	Level 13	When star touches character	2
Mute*	Level 15	(Rotate D-pad)	3
Psych Bomb	Level 18	Repeatedly	15

Attack Doubling:

Any Slap
Any hand-held

Timing:

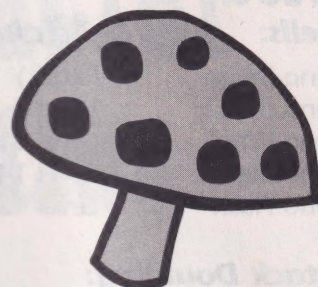
Right before first swing
Right before swing



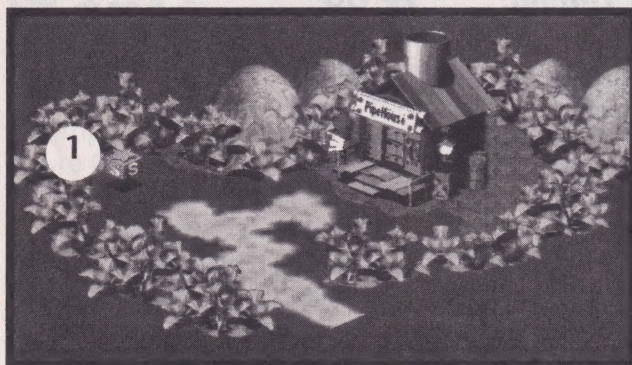


WORLD 1

MARIO'S PAD



#:	Item:	Location:
1.	Save Point	West of the PipeHouse



Overview

This area serves as the player's introduction to the main game. Lead Mario around, following Toad's instructions, until Mario is ready to venture into the forest.

Mario must jump off the wall and talk to Toad, so press the B button.

While in Mario's PipeHouse, you can "re-energize" by going to the mushroom lamp in the corner of the

room and pressing the A button to turn the light off. Mario jumps into bed and takes a nap, restoring his hit points to their maximum number.

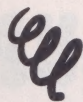
NOTE: Mario can always return to the PipeHouse to regenerate for free, instead of paying gold to stay at an Inn.

Toad is waiting for Mario just outside of the Pipehouse, so head back to Bowser's Keep to confront Exor, the giant sword!

Exor tells Mario that the "Smithy Gang" has taken over Bowser's Keep—they intend to use it as their headquarters for taking over the world! Mario flees in a panic, taking a moment to view the Keep from the distant Vista Hill before heading back to his pad.

When you explain what happened at Bowser's Keep to Toad, he realizes that you must both inform the Chancellor immediately. It's time to follow him out. On your way out of the pad, Toad bumps into you!

To make up for your minor injury, Toad gives you a Mushroom, and asks if you know how to use the menu system. If you tell him that you don't, he'll give you a short tutorial. Once you are ready to proceed, Toad explains that he returned to tell you something. Suddenly, a Goomba appears behind Toad! Now he remembers that he came to warn you of the dangers of Mushroom Way.

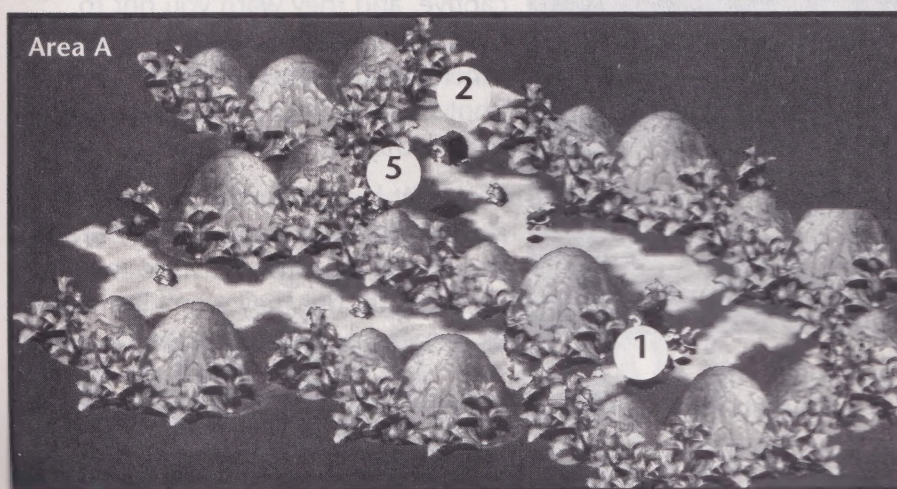


Toad asks if you know about "Timed Hits." Even if you do, it's a good idea to go ahead and take the tutorial to help polish your technique. Once in the battle, Toad gives you an explanation about all of the basic battle techniques, including "Timed Hits," defensive tactics, and "Special Strikes." Follow his instructions throughout the fight, and take note of what he tells you. Your survival depends on it!

When the fight is over, Toad gives Mario three Mushrooms. This is a good time to hop on the Save Point and save your progress. Next, you must venture southeast into the forest to find the Mushroom Kingdom.

MUSHROOM WAY

#:	Item:	Location:
1.	5 Coins	"?" Chest #1, in southeast corner of Area A
2.	8 Coins	"?" Chest #2, in northern portion of Area A
3.	Flower	"?" Chest #3, above platform on west side of Area B
4.	Mushroom	"?" Chest #4, in east corner of Area B
5.	Honey Syrup	Toad Trap #1, northern portion of Area A
6.	Flower Tab	Toad Trap #2, above platform on east side of Area B
7.	Hammer	Toad Trap #3, east side of Area C



Overview

Mario's main mission is to reach the Mushroom Kingdom, but his journey won't be so easy. Toad manages to get in trouble along the way, and Mario must fight to free him as they both make their way through the forest. It is possible to ignore Toad and run directly to the Hammer Bros., but Mario will miss the opportunity to gain both experience and the items that Toad gives out when freed.

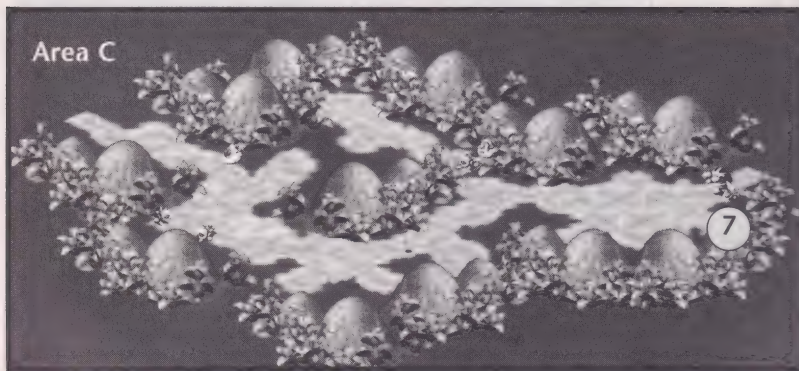
NOTE: You have the ability to pick and choose your fights—jump over or run past the enemies you don't want to fight.

Area B

In Area B, you must defeat the Goomba guarding the rotating flower in the middle of the room. Only then can you gain access to the raised areas around the flower. After eliminating the Goomba, hop onto the flower, wait until Mario faces the raised area, and then jump toward it.



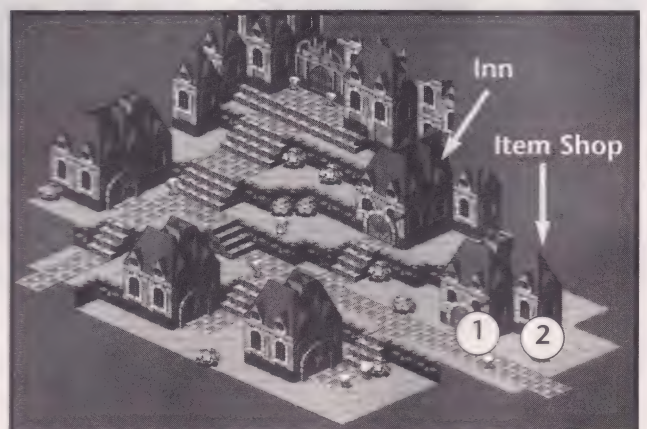
MINI-BOSS FIGHT: HAMMER BROS.



Mushroom, he gives up an opportunity to attack the Hammer Bros. Mario's jump attack is also very useful, but don't count on it to win the fight for you. (See "Hammer Bros." in the Bestiary for details.) After Mario defeats the Hammer Bros., he takes one of their hammers as a new weapon. Make sure to equip it before moving onward.

The Hammer Bros. are holding Toad captive, and they warn you not to mess with them if you get too close. When you feel like you're ready, confront them again, and they'll pick the fight with you!

This fight hinges on the use of Mario's defense. If Mario can't defend himself, he can use his Mushrooms to regain his strength, but they won't last forever. Remember, every time Mario uses a



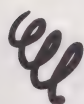
MUSHROOM KINGDOM

#:	Item:	Location:
1.	Flower	"?" Chest #1, in basement of Item Shop
2.	Cricket Pie	Hidden "?" Chest #1, in basement of Item Shop

Overview

The Mushroom Kingdom is home to many hospitable families, an Item Shop, the Chancellor, the Princess, and a friendly Inn.

Inn



You can save the game at the Inn. If Mario is in bad shape, he can take a nap upstairs to regain all of his HPs and FPs. Also, after you defeat Mack, return here and keep talking to the boy in the corner playing the game until he offers to sell it to you for 500 gold. There's a cool Game Boy game here that's pretty addictive!

Beetle Mania Strategy:

This is the hottest new game in the Mushroom Kingdom, and since it's on Game Boy, you can play it anywhere you go. It's the kind of game that's easy to play, but hard to master. The object of the game is to cause the largest chain reaction without getting hit by the stars or shells.

Item Shop

After you've bought whatever equipment you want, head into the basement, and talk to the janitor. When you jump, you'll uncover a hidden "?" Chest! To find the other hidden "?" Chest in this room, stand on the janitor's head, and wait until he walks close to the east corner of the room. Then, jump directly toward the east corner. If you jump correctly, you'll uncover another chest!

When you have saved the Mushroom Kingdom from Mack, return and talk to the Shop Keeper. He'll give you a Cricket Pie that you'll need later on.

MUSHROOM CASTLE

#:	Item:	Location:
1.	Unknown	Hidden "?" #1, in Entryway
2.	Large Coin	"?" Chest #1, in the Treasure Room
3.	Flower	"?" Chest #2, in the Treasure Room
4.	Mushroom	"?" Chest #3, in the Treasure Room
5.	Mushroom	Toadstool's Room (search next to fireplace; the Princess' grandmother gives it to you in exchange)
6.	World Map	Chancellor's Chambers (given to Mario after talking)
7.	Pick Me Up	Item Shop, after joining up with Mallov

Overview

Mario must meet with the Chancellor and update him about what has been happening since Smithy appeared. You have now been *officially* charged with the task of saving the Princess. To help you along the way, the Chancellor gives you access to the Treasure Room. After being dismissed, you may explore the castle at your leisure. It isn't mandatory, but doing so will help familiarize you with your environment and provide you with items to help you in the future.

Entryway

This room is home to the least conspicuous hidden "?" Chest in the game.

When Mario returns to the village, he makes his first contact with Mallow. He's sad because he can't catch Croco, the mean-spirited thief who stole his Frog coin.

Talk to Mallow and he'll explain the situation to you. When the girl asks how you plan to deal with Bowser, show her by pressing the B button. Eventually, Mallow asks for Mario's help in catching Croco. Because you can't say no (who could?), Mario and Mallow join forces.

Head back to the Item Shop to get Mallow some new equipment. On your way out of town, the Toad Guard passes on some new information to you. Croco is still in town! Suddenly, Croco appears, and makes a mad dash into the forest. It's time to go after him!

BANDIT'S WAY

#:	Item:	Location:
1.	Save Point	Area A
2.	KerokeroCola	Hidden "?" Chest #1, in Area B
3.	Mushroom	"?" Chest #1, in northern portion of Area C
4.	Invincibility	"?" Chest #2, in western portion of Area D
5.	Flower	"?" Chest #3, in eastern portion of Area D
6.	Mushroom	"?" Chest #4, in northwest corner of Area E



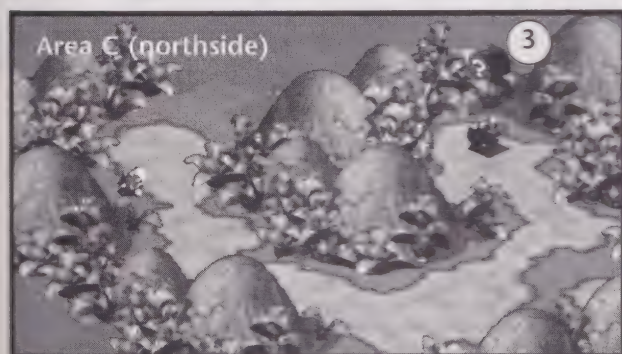
Overview

Croco knows that Mallow won't rest until he gets his Frog coin back, so he makes a break for it. Mario and Mallow must chase Croco through four different areas, and ultimately corner and confront him to retrieve the coin.

Area B

Use the rotating flower to get on top of the first raised platform. From the right edge of the platform, get on the first yellow platform. To jump safely from one platform to the next, be sure to

stand close to the edge of each one. When Mario lands on the second yellow platform, the first platform rotates around it and a coin appears.



Collect each coin, and continue this pattern until Mario reaches the next raised platform. Before you exit the room, jump onto the rotating flower in the eastern portion of the room, wait until you face directly east, and jump. If you do it right, you should open up a secret "?" Chest in the sky—it holds a very valuable prize!

Area D

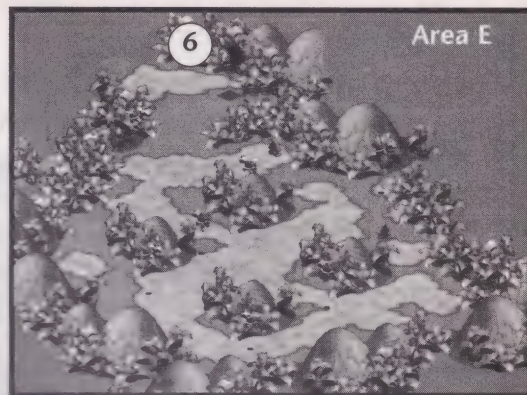
During the pursuit, Mario watches as Croco uses the rotating yellow platforms to escape. As long as Mario stands on one platform, the other platform will rotate around him. To open the "?" Chests, arrange one of the moving platforms so that it rests below the chest you want. To make sure that you're in position, line up the platform with the shadow of the chest.



NOTE: Don't forget to go after those K-9s when you become invincible!

Area E

When Croco reaches a dead end, he decides it's time to hide from Mario and Mallow. The trick is to hide behind the bushes near Croco's hiding spot, then sneak up on him when his back is turned. After suprising Croco three times, he challenges you to a fight.



BOSS FIGHT: CROCO

This a tough fight for this early stage of the game. If you are dying too often, you might want to fight more battles in Mushroom Way and Bandit's Way to get Mario and Mallow to the next experience level.

The best way to stay alive in this fight is to have Mario constantly attack Croco, and use Mallow to heal wounds or cast his Thunder spell. Your defense must be good as well. The less damage you take, the more damage you can do.

Keep a sharp eye out for the bombs that Croco throws at you. If you see him digging around in his bag, you'll know one is coming. Press the B button just before it hits your head to block it. Also, try not to take too long to fight Croco. If you're too slow, he'll be able to regenerate some of his hit points.

When Croco is weak enough, Mallow punches him and knocks the Frog coin loose. With the coin in hand, you can return to town and buy the Cricket Piethat Mallow's grandfather wanted. Soon after that, Mario finds a wallet on the ground—Croco probably stole it from someone (sound familiar?). Suddenly, a large Spring drops from the sky. Bounce on it to return to Area A of the Second Forest.

RETURN TO MUSHROOM KINGDOM

#:	Item:	Location:
1.	10 Coins	Receive from the Toad guard (as a reward for saving him)
2.	Flower Tab	Receive from the man in the south area of town (as a reward for saving him)
3.	Flower Tab	Receive from the family under siege in west corner of town (as a reward for saving them)
4.	Flower Tab	Receive from the family under siege in the southern portion of town (as a reward for saving them)
5.	Wake Up Pin	Guest Quarters (only after talking to Toadling)
6.	Status Rest.	Toadstool's Room (only after saving the Princess' Grandmother (talk to her to restore all Hit Points and Flower Points)
7.	Save Point	Toadstool's Room
8.	Frog Coin	Receive after returning Wallet to townsman



Overview

The Mushroom Kingdom has been ambushed by Shysters who have taken over the town! If you're feeling heroic, save the townspeople from these intruders—some of them will reward you with items for your valor.

You must return to the castle to put things in order. Before you enter the Chancellor's Room, make sure to revisit Toadling in the Guest Quarters, save the Princess' Grandmother, and revisit the restocked Treasure Room. When you're ready, crash the party in the Chancellor's Room and take care of the invaders!

BOSS Fight: MACK

When you fight your way back inside the Chancellor's chambers, you'll find that the Chancellor has been booted by Mack—a big bad guy on a Pogo Stick. Mack and his gang want to use the Chancellor's Room to party—it's up to you to restore order.

This is a difficult fight. You must be in total control of your fighting techniques, including defense and the use of recuperative items. Make sure that you always have FPs available, and keep Mario in good health. Mario can finish the fight without Mallow, but Mallow is not strong enough to defeat Mack alone.

Use Mario's Hammer attack repeatedly on Mack, and have Mallow use his Thunder spell to hurt him and all of his bodyguards at the same time. The longer it takes for you to destroy Mack, the more times he can call back his bodyguards.

NOTE: If Mallow's magic is strong enough, he can destroy all of the bodyguards with one spell.

After beating Mack senseless, Mario collects the first piece of Star Road. When the fight is over, talk to the Chancellor. Everyone is grateful that you saved Mushroom Kingdom and the Chancellor, but the Chancellor pleads with you to return the Princess.

Mallow suggests that his grandfather, Frogfucius, may be able to help. To get there, you'll have to pass through the Kero Sewers, the first stop in World 2.

NOTE: Remember to visit the Item Shop before you begin your new quest.

You've got to get that Cricket Pie for Frogfucius. And last but not least, talk to the townsman in the middle of town. The Wallet belongs to him, and he gives you a Frog Coin as a reward for returning it.





WORLD 2

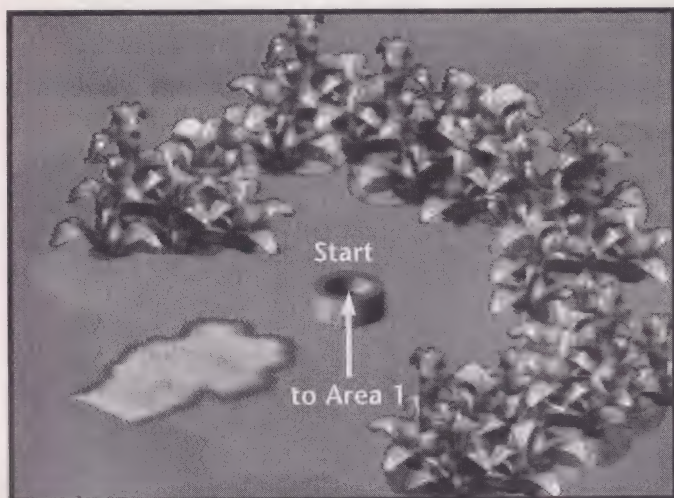
KERO SEWERS



#:	Item:	Location:
1.	Save Point	Area A
2.	Sign	Area A
3.	Invincibility	"?" Chest #1, in Area F
4.	Mushroom	"?" Chest #2 (earned at end of fight with Pandorite)
5.	"I" Switch	Area G
6.	Large Spring	Area G, takes you back to Start
7.	Cricket Jam	"?" Chest #4, above highest tier in Area G (this can only be reached from World 5)
8.	Mushroom	"?" Chest #3, Area G
9.	Save Point	Upper floor of Area G

Overview

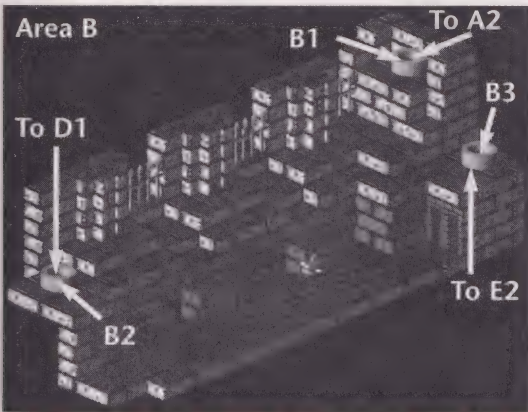
The Kero Sewers mark the first step to reaching Frogfucius. Enter the pipe in the ground in the clearing to delve into the first area of the sewers.



Area A

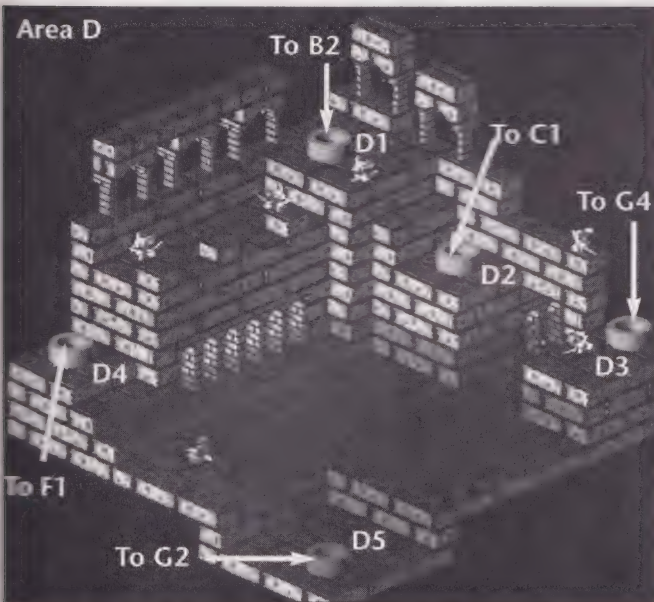
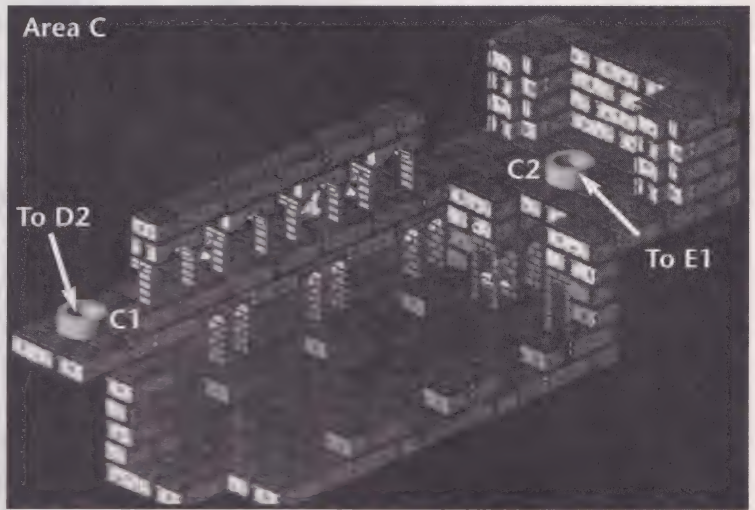
This is the first area in the Kero Sewers. You should save your progress here. Read the sign on the wall to learn more detailed information on how to use the pipes.





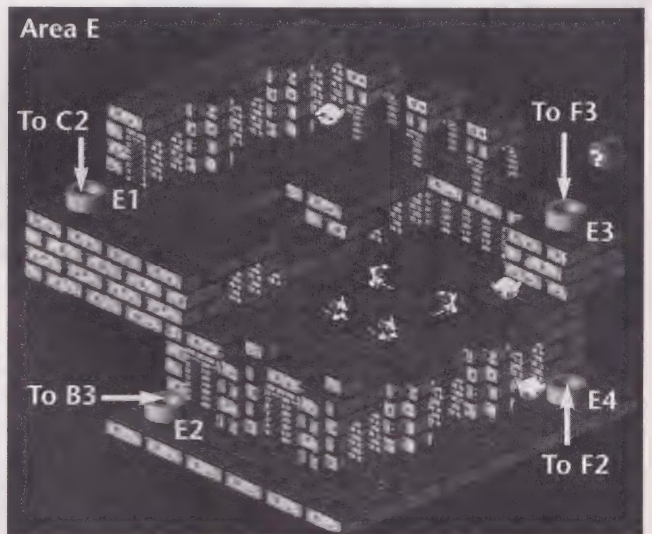
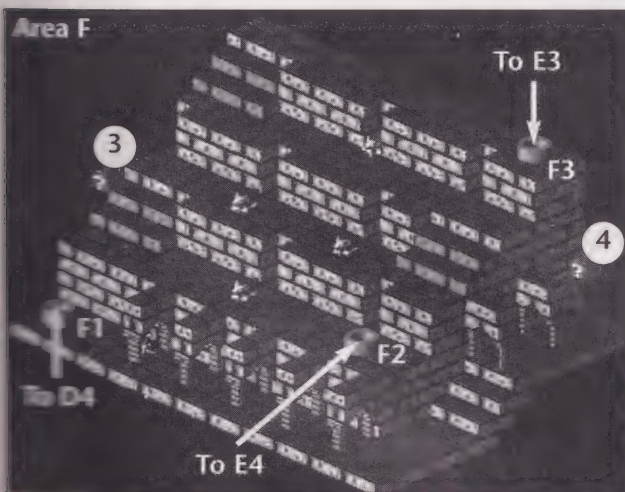
Area C

It is impossible to reach the floor from the water, so if you fall, return to Area B.



Area D

Mario can only enter the pipe in the southern corner of the room if the water in the room is drained.



Area E

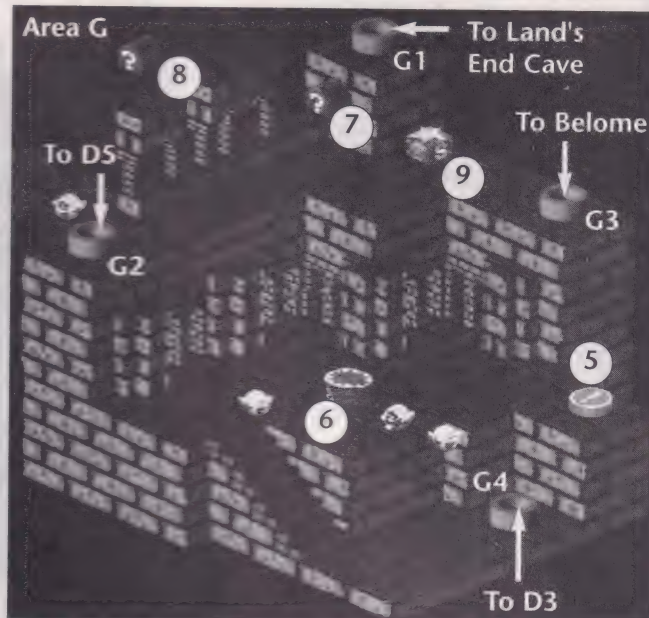
There is an invincibility power-up in the "?" Chest in east corner of this room. Be prepared to take out the group of rats after you've activated it.

Area G

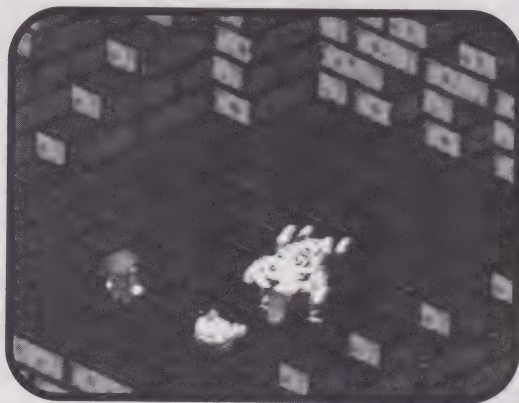
This room contains five pipes, an "!" Switch, and a large Spring. If you jump on the Spring, you'll return to the clearing. If you activate the "!" Switch, all of the water from all of the rooms in the Underground Castle—except for Area A—will drain. The pipe in the north corner of the room leads to Area B in Land's End Cave, a location in Level 5. You can't reach the chest until then, so save your energy and be patient—you'll get it later.

Area H

This area contains a large Spring, an immobile statue, and a large wooden door. If you jump on the Spring, you'll be thrust back to the east corner of Area G.



BOSS Fight: BELOME



When you examine the statue, Mallow concludes that it is a likeness of Belome. Suddenly, Belome comes to life! Like it or not, you've got to fight him.

To win this fight, you must protect Mario at all costs. Mallow can be eaten by Belome during the fight, and Mario must be able to defend and attack while Mallow is indisposed. The easiest way to protect Mario is to equip him with a Trueform Pin. Although Belome has the ability to turn Mario into a Scarecrow, the spell is ineffective if Mario wears a Trueform Pin. Also, look out for his lick attack!

Unfortunately, destroying Belome has some negative consequences. He tells you to beware the flood, but what does he mean? Belome was guarding the "!" Switch that keeps the large wooden door shut, and now that he's gone, the water is free to flow. Although you may have been able to stand up to him, there's no way for you to stand up against the power of the raging tide.



MIDAS RIVER COURSE

#:	Item:	Location:
1.	Coins	Along Barrel course
2.	Frog Coins	On waterfall (and awarded at end of ride, based on number of coins collected)
3.	Save Point	At end of Barrel course
4.	NokNok Shell	Receive at end of Barrel course

Overview

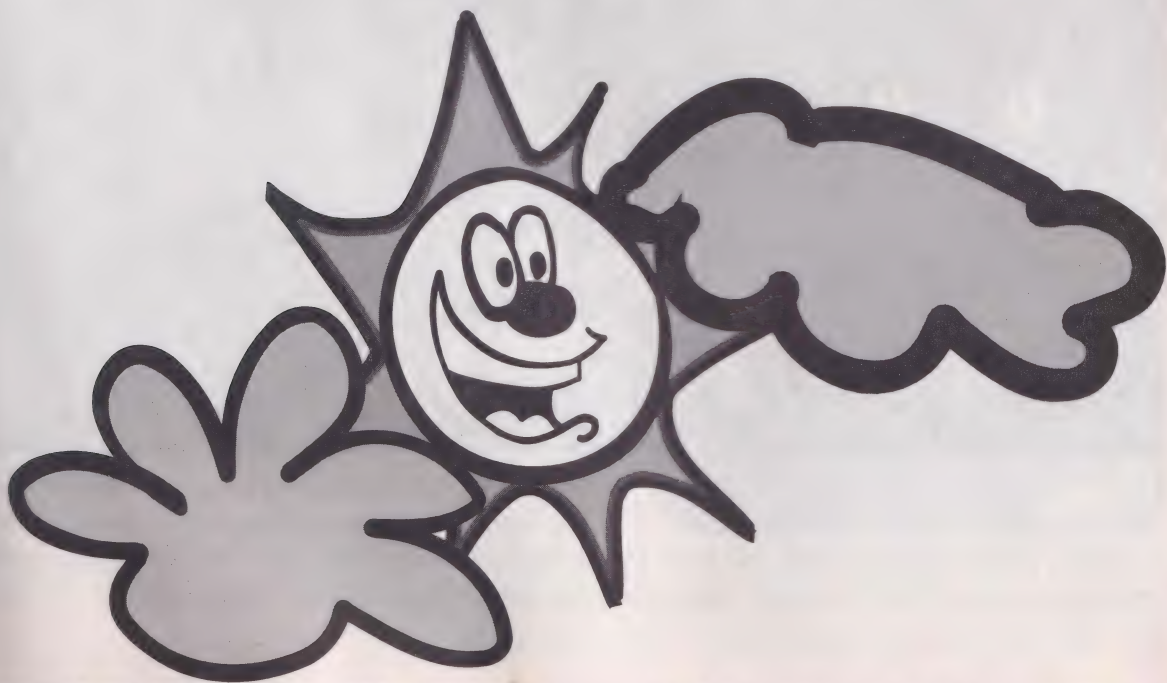
Mario may be careening down a waterfall, but he isn't completely helpless. If you don't know how to navigate the falls, just take Toad's short tutorial. On his way down the falls, Mario can collect regular coins, Frog coins, or enter the small caves. Entering the caves can yield good or bad results, depending on which one he enters.

Going into the first hole at the beginning of the course has no effect. On the left path, you'll get a Flower if you enter the first or second hole. On the right path, you'll get stabbed and lose coins if you enter the first hole, and you'll get a Frog coin if you enter the second hole.

At the bottom of the falls, Mario goes for a ride on the barrels. Toad shows up again and offers Mario a tutorial on how to shoot the rapids.



ell Mario completes his ride and winds up on the shore of the next area on the World Map. The man in this area lets you take another run down the Midas River course for 30 coins. The only purpose of doing it again is to earn more Frog coins. Talk to him to find out how many coins you have to collect before you can earn a Frog coin. Before you get a chance to move on, the man gives you a NokNok Shell! Have Mario equip it and he'll have a new weapon! Save your game here before moving on to see Frogfucius.



TADPOLE POND

#:	Item:	Location:
1.	Frog Coin Shop	East tadpole in west corner of the Pond
2.	Juice Bar	North tadpole in west corner of the Pond
3.	Tadpole Bridge	Appears when Mario stands on gray dot in Sanctuary
4.	Froggie Stick	Receive from Frogfucius after giving him Cricket Pie
5.	Frogfucius' Song	Sign on Frogfucius' Isle (read it!)
6.	Toadofsky Hints	Talk to the tadpole on the east side of the Pond
7.	10 Frog Coins	Frogfucius gives it to you in exchange for Cricket Jam

Overview

Mario and Mallow need a new direction for their quest—and Frogfucius is the one to give it to them. Just press the B button to show the tadpoles what jumping is all about. Not long after you've presented yourself, Frogfucius comes out to investigate and then invites you to follow him to his Isle.

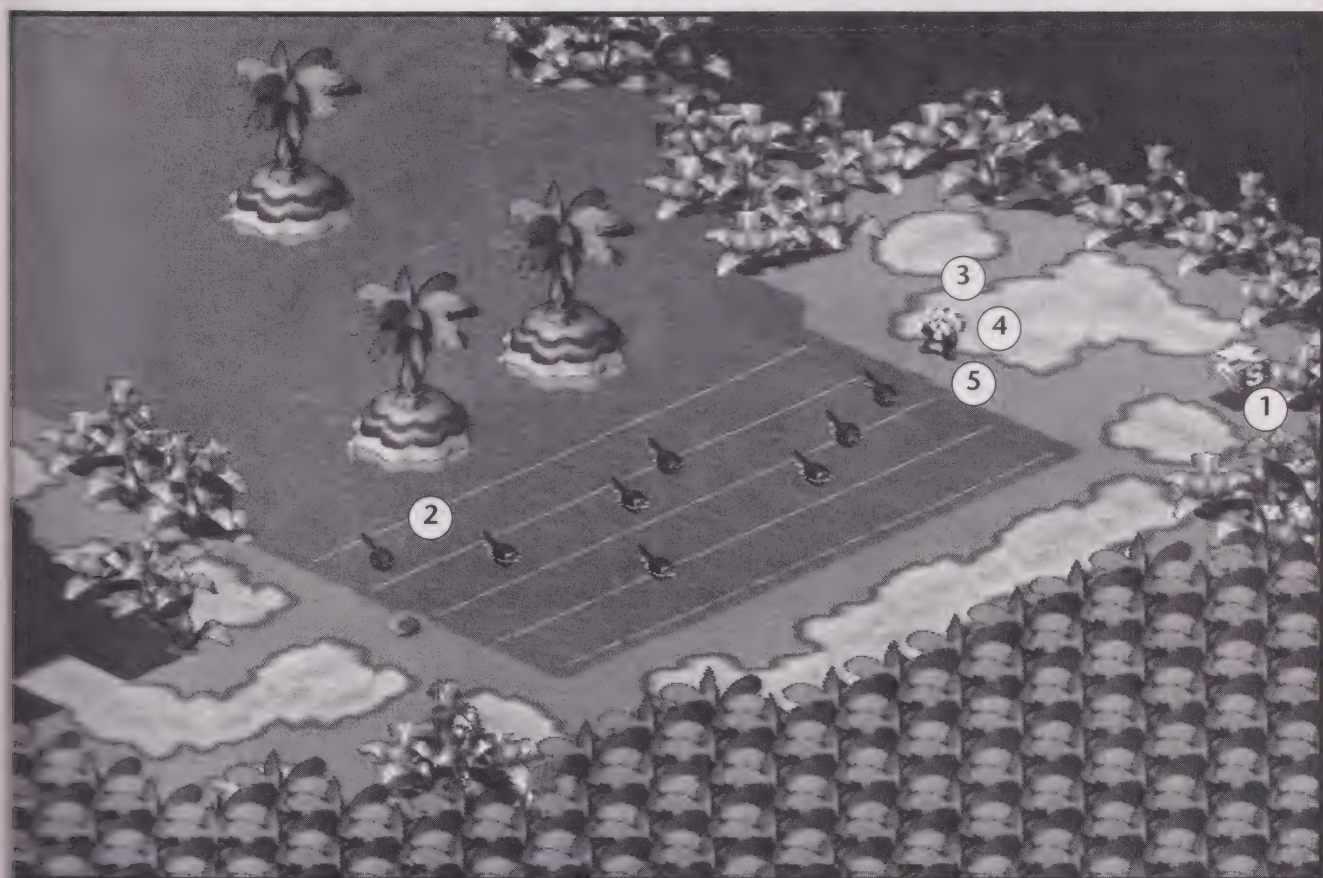
Frogfucius explains everything about Smithy, the whereabouts of the Princess, and the importance of the pieces of Star Road; then he tells Mallow that he isn't a Tadpole! Although saddened, Mallow takes heart knowing that he has a new goal in his life—to find his true identity!

To help Mallow out, give Frogfucius the Cricket Pie. He'll give Mallow his own personal Froggie Stick in return. Don't forget to equip it! You can now move on to Rose Town, but make a quick stop into Melody Bay before you go. Also, pass by the Juice Bar and the Frog Coin Shop in the west corner of the Pond to buy some handy items.



MELODY BAY

#:	Item:	Location:
1.	Save Point	Northeast corner of Musician's Bay
2.	Melody Bay Bridge	Appears when Mario stands on gray dot in Bay
3.	Alto Card	Receive after correctly crossing the first Melody Bay Bridge
4.	Tenor Card	Receive after correctly crossing the second Melody Bay Bridge
5.	Soprano Card	Receive after correctly crossing the third Melody Bay Bridge

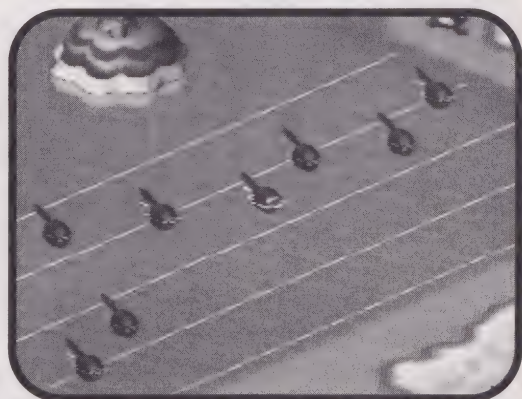


Overview

The only purpose of Melody Bay is to help the local Musician work through his mental block. He's been trying to come up with a tune, but nothing seems right to him. It's your job to come up with a tune that tingles his ear. There is only one pattern that works:

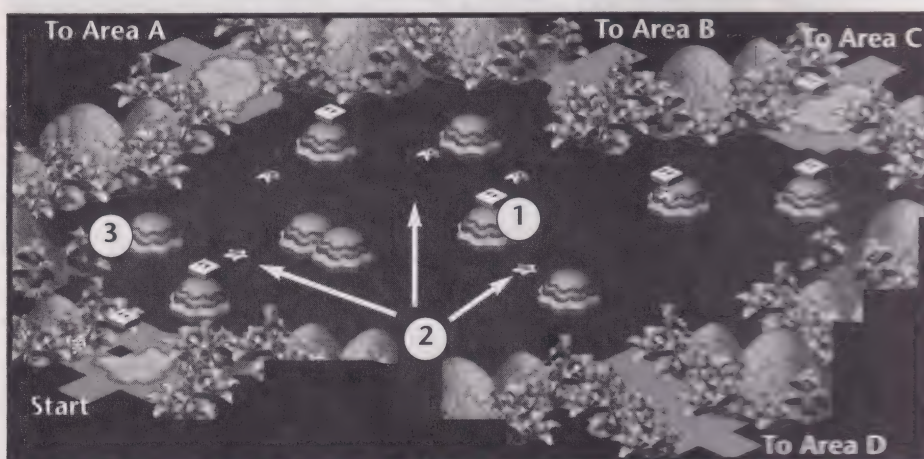
G, A, E, D, C, D, C, D or
Do, Re, Me, Re, Do, Re, Do, Re

You must return to this area two more times during the game to figure out other patterns—each time you are successful, you get a new Card, that provides access to the Juice Bar. After getting the last pattern right, you can customize the last part of the song that you've been helping Toadofsky put together.



ROSE WAY

#:	Item:	Location:
1.	Mushroom	Center Isle
2.	5 Coins	Various points between Isles
3.	Flower	On left-most Isle
4.	Frog Coin	"?" Chest #1, in Area A
5.	Mushroom	Defeat all of Lakitu's Shy Guys, in Area B
6.	20 Coins	Five each in "?" Chests #2, 3, 4, and 5, in Area C
7.	Mushroom	"?" Chest #6, in Area C



Overview

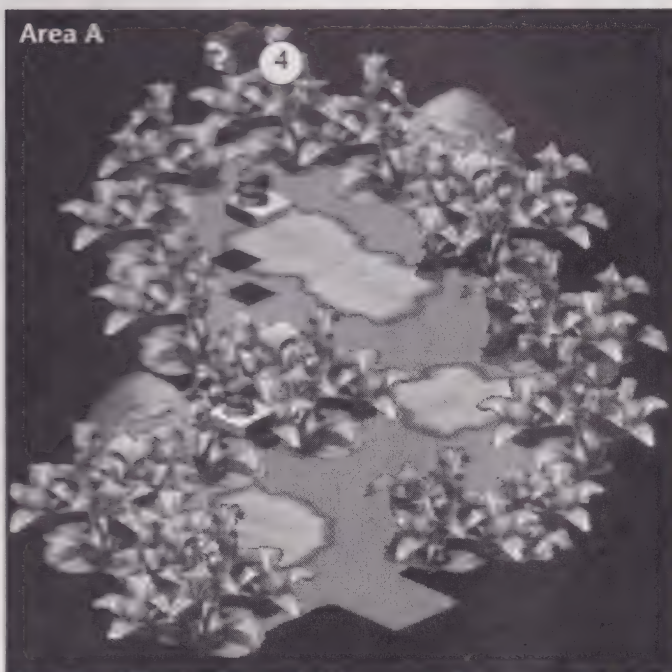
Mario must use the yellow moving platforms to get from Isle to Isle and eventually reach the northwest, north, and southeast exits. Mario can't move while the platform he is standing on is in motion. Beware of the Starslaps in the water—they can attack you while you stand on a platform.

Area A

To get to the "?" Chest, Mario must knock both of the Shy Guys off of the moving platforms. Then arrange the platforms so that they come close to touching at the east corner of this area. You can do this by jumping in the path of the swinging platforms and blocking them with your body.

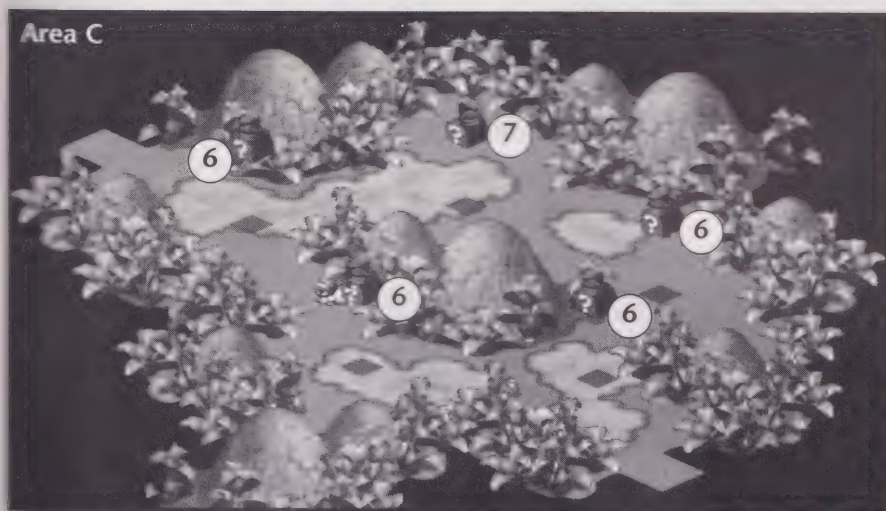
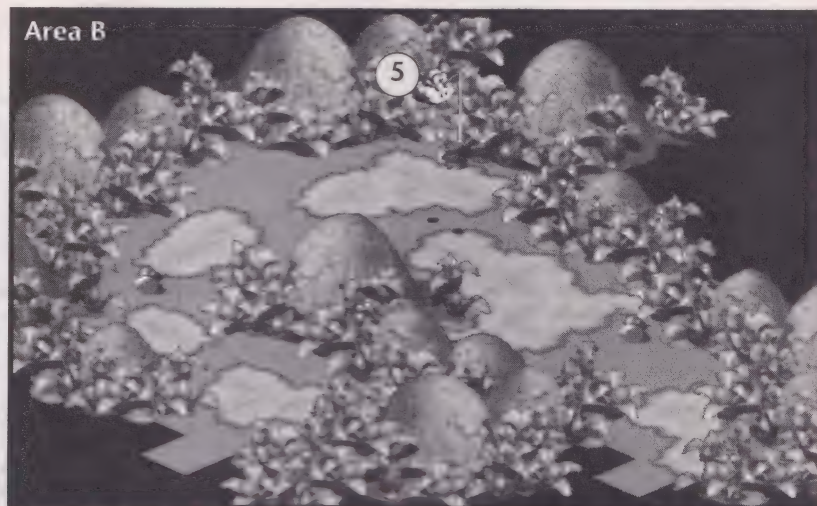
NOTE: Remember, these platforms move in a curved line—they reach their maximum height at the end points of the line and their minimum height at the midpoint of the line.

Jump onto the first platform at the midpoint. When the platforms come close to touching in the east corner, jump onto the second platform. Watch the shadows on the ground to make sure that the second platform is in line with the "?" Chest. When they line up, jump to the northeast to open the chest.



Area B

If you fight the Shy Guys on Lakitu's line until no more appear, Lakitu drops a Mushroom down to you!



Area C

These "???" Chests are ripe for the picking, but be careful. When you hit one, the Shy Guy on top falls off and comes after Mario.

Area D

It appears that Mario and Mallow have stumbled upon Bowser and his Troopas! From the looks of it, Bowser is determined to get back into his castle. You don't have to worry about fighting him soon. You can now move on to Rose Town safely.

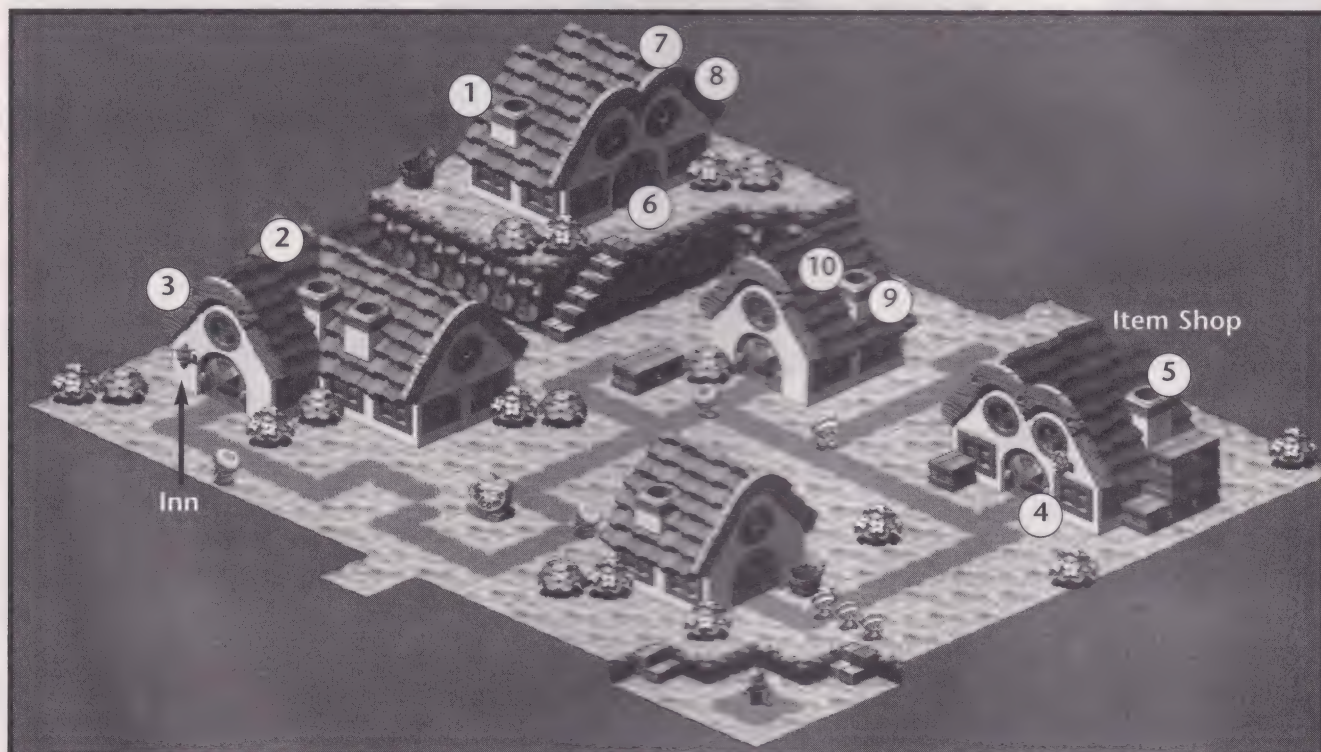


ROSE TOWN

#:	Item:	Location:
1.	Hidden Townsperson	Behind House on Hill
2.	Save Point	Upper floor of Inn
3.	Finger Shot	Receive after talking to Gaz at Inn
4.	Frog Coin	Hidden "?" Chest #1, in Item Shop
5.	Flower	"?" Chest #1, in east corner of Item Shop
6.	2 Flowers	"?" Chests #2 and #3, on first floor of House on Hill
7.	Frog Coin	Hidden "?" #2, in chest above bed on upper floor of House on Hill
8.	"!" Switch	Upper floor of House on Hill
9.	Lazy Shell (Armor)	"?" Chest #4, up the Beanstalk, above the Gardener's House
10.	Lazy Shell (Weapon)	"?" Chest #5, up the Beanstalk, above the Gardener's House

Overview

Rose Town is under siege! It's up to you to find just who is terrorizing the town and restore the peace. To help speed you along, visit the Inn. The children inside have some rather curious toys, don't you think?



Inn

Take a break to play with the Gaz, because the toys in this house are pretty special. It doesn't take long for Gaz to notice that his hero is in the room, but when he sees you, he's not sure that you're the real thing. Prove yourself by jumping for him. When he sees that you're the real thing, he invites you to play along with him.

Just when things start to get fun, Gaz's Geno doll goes crazy and knocks Mario out! That night, while you're recovering from your injuries, Geno mysteriously comes to life! Could he be the cause of the town's problems? If not, what is his purpose? Go after him to find out. Make sure you return to the Inn after Geno has joined the party. Gaz will give you something that Geno needs.

NOTE: If you're a true Nintendo fan, take a nap here after recovering the second star. When you wake up, you should see a familiar face in the other bed. If you don't recognize him on sight, talk to him.

Item Shop

There's a hidden "?" Chest in the north corner of the store, above the bookshelf. To reach the "?" Chest in the east corner of the room, go outside and enter the chimney of this house. Mario will land on the bookshelf directly below the chest.

House on Hill

There is someone behind this house, who has something to tell you. Throughout the game, he gives out random pieces of advice.

There are two "?" Chests on the main floor of the house. In the upstairs room, there is a hidden "?" Chest above the bed. Activating the "!" Switch causes a stone staircase to appear in front of the house, and enables the desperate daddy to get back inside his home. In exchange for helping him, he tells you a secret about the Forest Maze. It isn't what it sounds like, so read on to the Forest Maze to learn the truth.

After saving Princess Toadstool, a new area opens up in the northeast corner of town—the man in the house that appears here introduces himself as a Gardener. He wants to bring him "seeds" and "fertilizer." You'll pick up those seeds later on.

The fertilizer is in Nimbus Land (after you defeat Queen Valentina (see World 6)) out on a secret path to the east in the sky. A giant Beanstalk grows that leads to a cloud holding two "?" Chests containing Lazy Shell Armor and Weapon—the best weapon for Mario in the whole game!

FOREST MAZE

#:	Item:	Location:
1.	Frog Coin	Hidden "?" Chest #1, in Area A
2.	Red Essence	Hidden "?" Chest #2, in Area D
3.	Flower	Stump #2 (see Stump 2 section for details)
4.	Nothing	Stump #3 (see Stump 3 section for details)
5.	Kerokero Cola	Stump #7 (see Stump 7 section for details)
6.	Save Point	Area I
7.	Frog Coin	Hidden "?" Chest #1, in east corner of Area I
8.	Frog Coin	"?" Chest #1, in Secret Stump in Area J
9.	5 Small Coins	"?" Chest #2, in Secret Stump in Area J
10.	Mushroom	"?" Chest #3, in Secret Stump in Area J
11.	Flower	"?" Chest #4, in Secret Stump in Area J
12.	5 Small Coins	"?" Chest #5, in Secret Stump in Area J

Overview

The Forest Maze is large and intimidating. You may not know the path that you need to follow, but it's up to you to locate and take out whoever is assaulting Rose Town. Along the way, you will encounter many new enemies, so be on your toes! Also, be on the lookout for several hidden items. Some of them may be vital to your survival in the future.

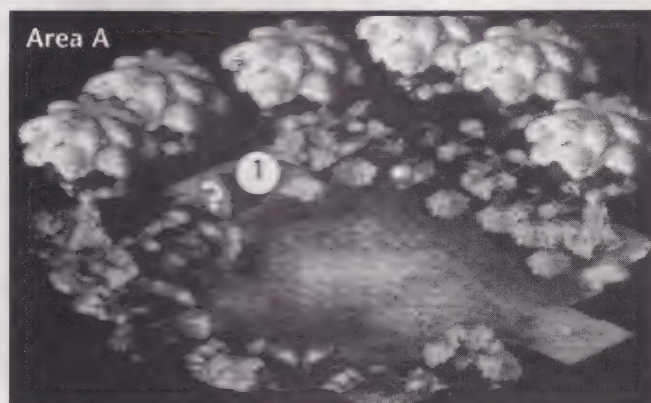
NOTE: Don't be afraid to explore—you will only find what you are looking for if you look everywhere.

Beware of the Mushrooms that you see on the ground. They look just like harmless Mushrooms from a distance, but as you approach them they reveal their true identity. Some small Mushrooms are actually Mushroom enemies in disguise.

NOTE: You earn a Frog coin for jumping on any Kiggler (outside of battle) ten times.

Area A

The entrance to the Forest Maze also contains a hidden "?" Chest. Jump up in the east corner of the room to find it!



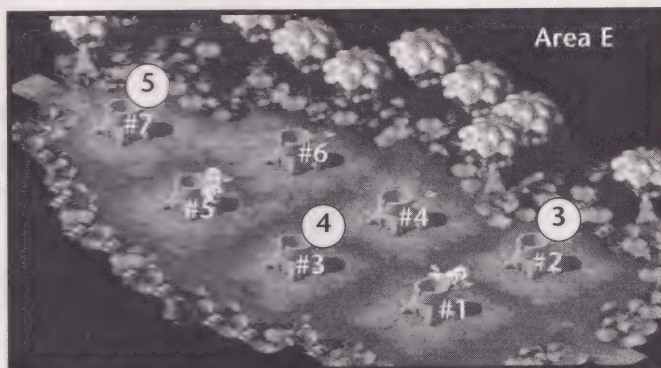
Area D

Before you enter Area E, find the hidden "?" Chest in east corner of this room.



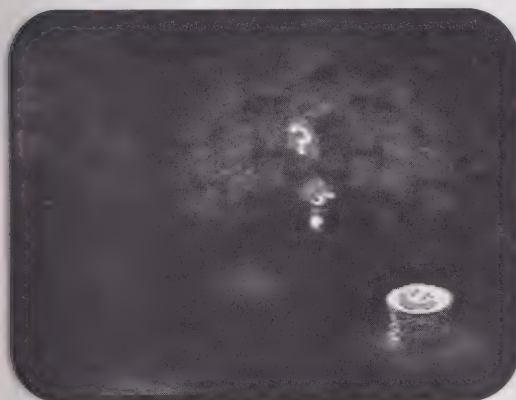
Area E

This area contains several tree stumps, all of which can be explored. You can skip over the hidden stuff if you like, but the only way to move on is to jump on top of the dozing Caterpillar inside Stump 7.



Stump 2

The hidden "?" Chest is above the large lighted section of the floor in the southern part of the room.



Stump 3

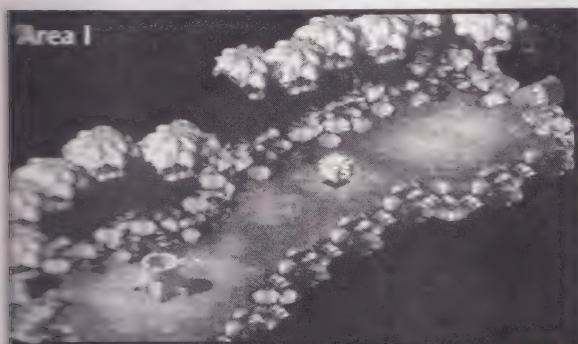
There's a hidden "?" Chest in this room.

Stump 7

If Mario jumps on top of the dozing Caterpillar, it will throw him back to the top of Stump 7, but it will also open up a new exit in the northwest corner of the Tree Stump Area. You can find a hidden "?" Chest in the northwest corner of the room, just north of the dozing Caterpillar.

Area F (Stump 8) & Area G

This stump takes Mario to a large underground cavern. There is an exit leading to a second cavern in the southeast corner. Jump onto the large trampoline in the second room to get to the last section of the forest.



Area I

This is the last place you see before you enter the Forest Maze. You can always return to this area by following the southwest exit of any room. There is a hidden "?" Chest in the northeast corner of the room, just south of the northeast exit.

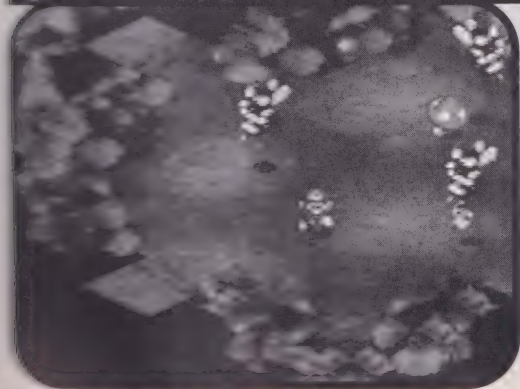
Forest Maze

You reach the actual maze here. Follow Geno closely. If you lose track of him, follow this pattern from the entrance:

Southeast, Northwest, Northwest, Southeast, Northeast, Northwest

To find the secret area (Area J) that the man in Rose Town told you about, follow this pattern:

Northeast, Southwest, Southwest, Northeast



Area J

This secret area only contains a simple tree stump, but it leads to a room with many treasures.

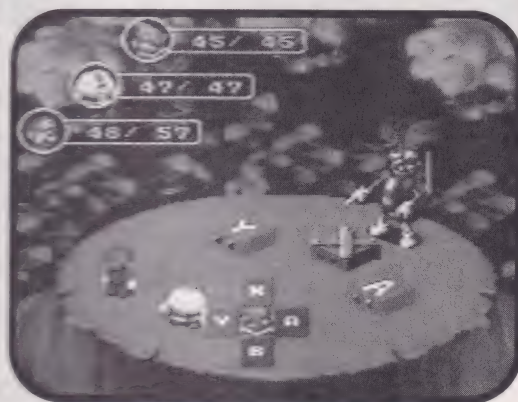
Area K

This section of the forest is usually as peaceful and quiet as any other, but Bowyer has invaded and taken it over! The only way to get rid of him is to fight it out!

BOSS Fight: BOWYER

This is the first fight where you'll have three characters to control. Geno is very powerful, but may be hard to control at first since you've never used him before. Fighting Bowyer can be difficult, but if you know what to expect, you will survive. Make sure that you start this fight as close to 100% as possible, and bring a couple of Mushrooms and Honey Syrups into the fight as well.

Basically, Bowyer has the ability to randomly disable one of your command function buttons. Attack Bowyer as often as possible and defend yourself well. In practice, however, it's not so easy. Follow this basic strategy to succeed:



Button Disabled:

Y (Magic)

A (Attack)

X (Item)

Strategy:

Attack Bowyer or use an item to recover HPs or FPs

Use Magic on Bowyer or use an item to recover HPs or FPs

Attack or use Magic on Bowyer

Although the strategies listed above may seem obvious, it's important to recognize the best times to attack and reinforce your troops.

If you notice that your FPs are low, and you can still use items, sacrifice the opportunity to attack and restore your FPs. You will benefit later on when the attack button is disabled. The same principle applies to HPs. If you are in the middle of the battle and a character gets hit particularly hard, it's important to take care of that character right away.

If someone dies while the Item button is disabled, you can only attack, and you'll lose the use of the fallen character until the Item option returns. Even when you regain the ability to wake that character up, you'll be forced to forfeit the chance to attack and bring him back to life. If this fight seems easy, it's because you fought smart! Congratulations! You've just earned the second piece of Star Road!

PIPE VAULT

#:	Item:	Location:
1.	5 Coins	Below stone bridge in Area C-1
2.	Frog Coin	Stuck below wall in Area C-1
3.	2 Frog Coins	Hidden "?" Chests #1 and #2, in Area C-1
4.	Flower	"?" Chest #1 (in Area C-1)
5.	Flower Tab	Won in Goomba Thumping game in Area C-2
6.	Frog Coin	Won in Goomba Thumping game in Area C-2
7.	Flower	"?" Chest #2, above yellow moving platform in Area E
8.	2 coins	"?" Chest #3 (above group of Clam Plants in Area E)
9.	Hidden "?" Chest	Behind Save Point in Area G
10.	Save Point	Area G

Overview

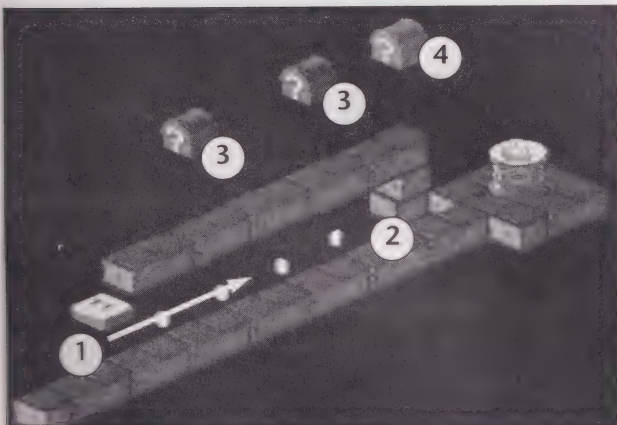
The Pipe Vault is a difficult area to pass through. However, it holds many secrets and is also the path you must take to reach Yo'Ster Isle. If you feel that your party isn't quite strong enough, avoid fighting as much as possible. There are a couple of pipes that you can explore, but be careful of the Piranha Plants that rest inside. You may get into a couple of fights that you didn't mean to start.

Area B

Stay off the ground when you get close to the large falling block near the top of the staircase. If it hits the ground while you're standing too close, you'll be knocked back down the stairs and into the waiting arms of a Goomba (not a tough fight, but annoying nonetheless).

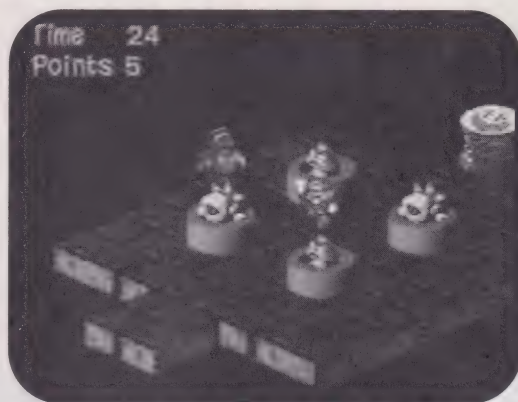
Area C

There are six pipes in this area—four of them contain a Piranha Plant. The second and fifth pipes lead to secret areas!



Area C-1

This area holds plenty of secrets! There are five coins below the stone bridge. You can find a hidden yellow platform one space southwest of the stone bridge. Use that platform to get on top of the stone bridge. There is a "?" Chest at the end of the bridge, and two hidden "?" Chests above the bridge. Jump up when you reach the fourth and eighth squares on the bridge. Jump on the trampoline to return to Area C. To get the Frog Coin, run, duck and slide under the stone that it's beneath.



Area C-2



This is the home of the Goomba Thumping game. To play the game, just talk to the mole. It costs 10 gold coins to play, but each time you improve upon your past performance, you earn a bonus item!

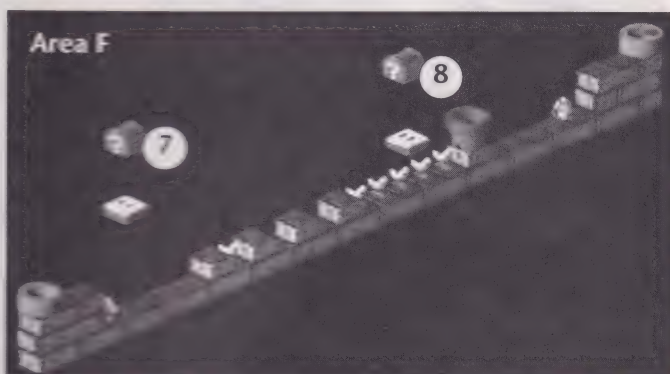
The idea here is to land on the heads of the Goombas that appear. Each normal Goomba is worth one point, and Golden Goombas are worth three. But don't jump on any Spikeys—they'll set you back a point! Sounds easy enough, but it's fairly difficult in practice.

The key is to make sure that you know where you are at all times, so pay special attention to your shadow when you jump. If you can always line up your shadow with an exposed Goomba's head, you're on your way to a high score for sure. It is possible to land on one Goomba's head and immediately bounce onto another Goomba's head, but you must be very precise. If you are doing really well, the speed of the game doubles. Don't panic when this happens. It is common to try to anticipate the jumps, but you stand to hurt yourself more often than to help yourself. Just look before you leap.

The first two items you win are Flower Tabs. After that, you'll win Frog coins. Try to pace yourself in these games. If you continue to improve incrementally, you'll be able to win more prizes.

Area F

There are two "?" Chests in this room. The first one is located above the vertically-moving yellow platform. Jump at the peak of the platform's movement to open the chest. To open the other chest, stand on the horizontally-moving platform, wait for Mario's head to line up with the bottom of the chest, and jump in the direction that the platform is moving.



NOTE: If you jump straight up from the platform, you will land on the Clam Plants below.

Area G

Make sure you hop up to discover the Hidden "?" chest—it's right behind the Save Point.



YO'STER ISLE

Item:

Save Point

Location:

The clearing northeast of the race track (Area G of Pipe Vault)

Overview

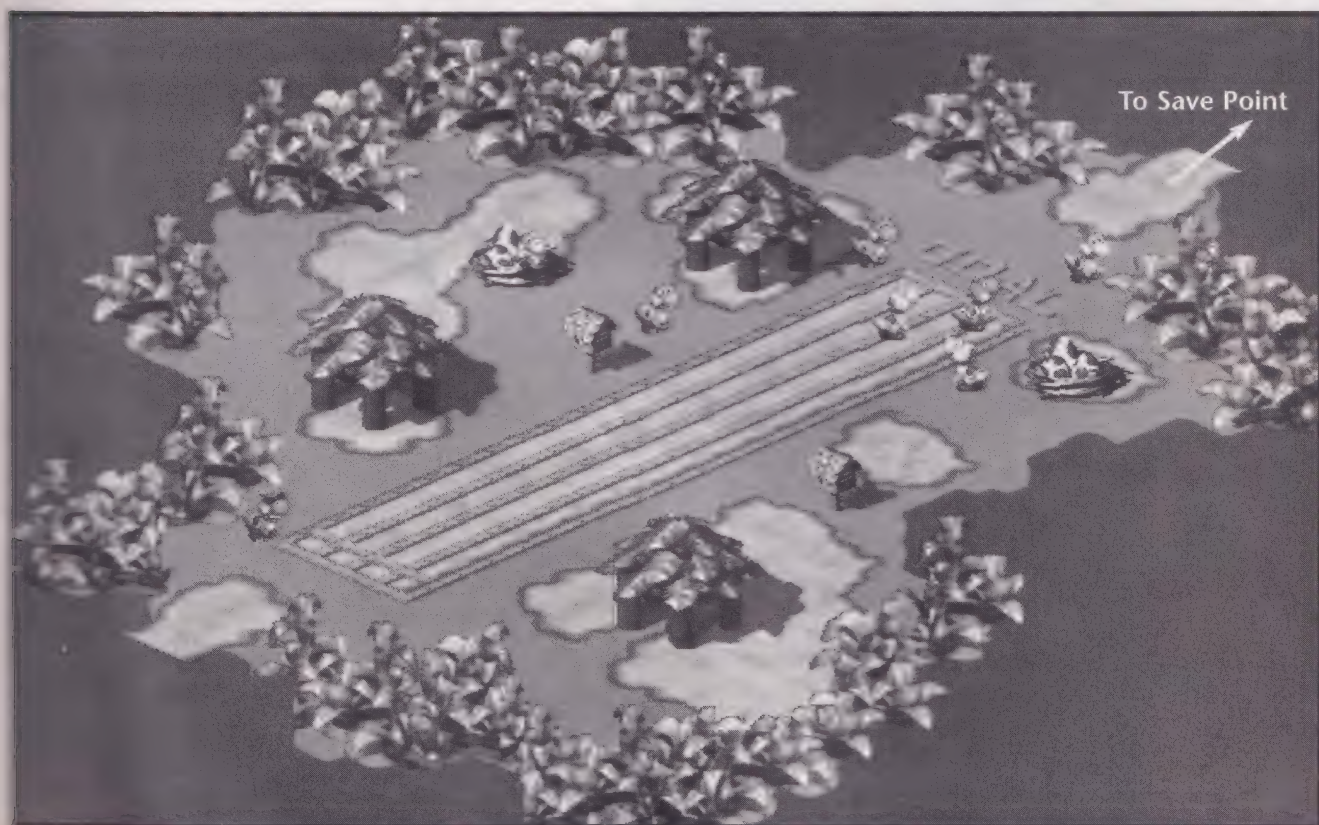
Welcome to Yo'Ster Isle! This is where Yoshi and his friends get together to relax, have fun, and do some serious racing. That's right, racing! The only problem is, there hasn't been much competition lately. Boshi, the radical dinosaur, has been on a roll recently and nobody has been able to end his winning streak. It's up to Mario and Yoshi to take the title of Champion.

To ride Yoshi, just ask him. Of course, you can only ride the green Yoshi. Jump on Yoshi's back, then talk to one of the purple dinosaurs. When you've found the right one, he'll give you a few Yoshi Cookies. When you talk to Boshi, he'll challenge you to a race—with your Cookies as the prize! If you beat Boshi, you'll get a Yoshi Cookie!

It's best to take Toad's tutorial before the first race begins, if for no other reason than to get familiarized with the required rhythm. If your timing is good throughout the race, you can win virtually every race you enter. However, if you lose the beat, press the Y button to make Yoshi eat a Cookie. Eating the Cookie gives Yoshi a boost of strength, and can put you right back into the race if you're falling behind.

Now everyone can race together! Come back and race again when you're ready for a real challenge! Also, don't forget to give some Cookies to the baby Yoshi to the north of the race track.

Now that you've found your way through all of World 2, it's time to move head and continue your search for the Princess in World 3.





WORLD 3

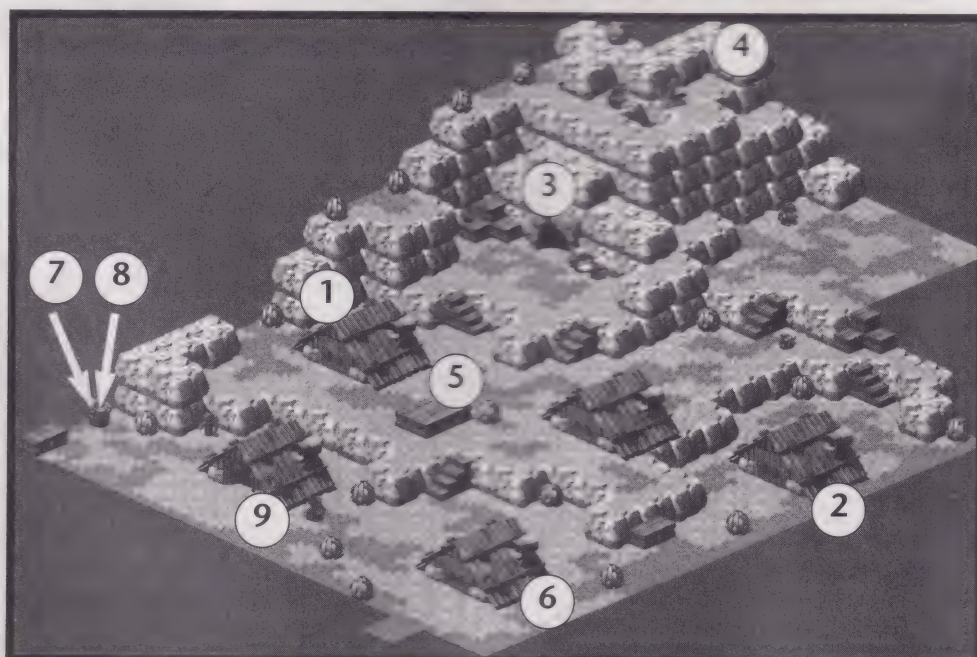
MOLEVILLE

#:	Item:	Location:
1.	Fireworks	Can be bought from mole dad in House A after saving kids
2.	Fright, Fear, and Ice Bombs	Can be bought from mole mom in House B after saving kids
3.	Mine Entrance	Southern portion of mountain (in northern part of town)
4.	Entrance	Northern part of town (after rescuing the kids)
5.	Shiny Stone	Buy from the Little Mole Girl behind the crates
6.	Carbo Cookie	Buy from the Little Mole Girl in the Inn
7.	Frog Coin	Give the Mole Girl in the bucket the Carbo Cookie
8.	Midas River Course	Give the Mole Girl in the bucket the Carbo Cookie
9.	Item Shop	Southern part of town

Overview

Welcome to Moleville! This town is normally filled with happy-go-lucky mole families, but something has happened to dampen everyone's spirits. If Mario explores the northeast side of town, he overhears Bowser and his troops discussing how to attack Smithy and regain his castle. But the Moles have their own troubles. Some of the children have disappeared inside the mine, and it's up to you to save them!

After the kids are saved, you'll see several of them hanging around town or back in their houses. There are a few people in town who are so glad that you saved their children that they'll sell you some valuable items.



MINE

#:	Item:	Location:
1.	Large Spring	Area D, bounce on it to attract Croco
2.	Invincibility Star	"?" Chest #1, on upper floor of Area M
3.	Frog Coin	Area L, appears when Shy Guy on Mine Car runs into Mario on the track in Area M
4.	15 Large Coins	"?" Chest #2, in Area O
5.	Save Point	Area P
6.	Mushroom	"?" Chest #3, next to the Save Point in Area P
7.	Flower	"?" Chest #4, up high in Area P
8.	Mine Car	Area R, activates Mini-Game

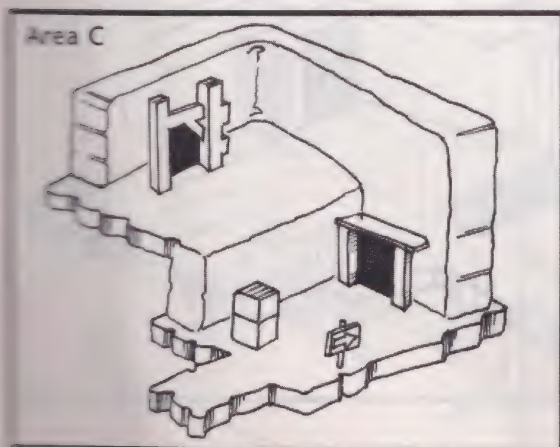
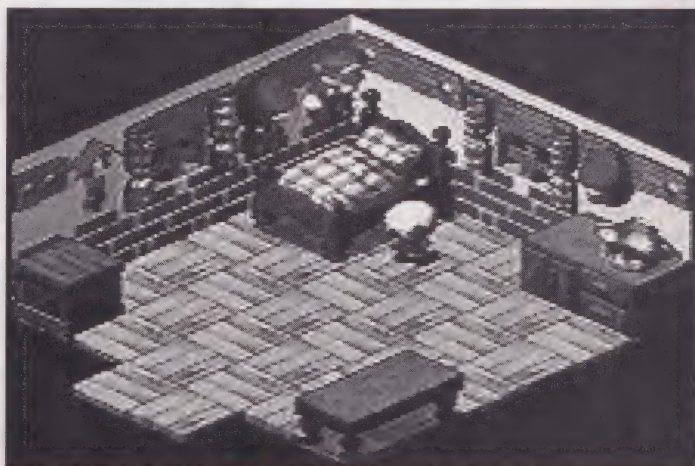
Overview

The size of the mine may seem overwhelming at first, but it isn't quite as big as you may think. While inside, you will encounter many strange new enemies, some of which may surprise you. Remember: Don't underestimate an enemy based on its appearance.

Area A

This is the gateway to the rest of the mine. Jump on the heads of the moles to get to the northeast exit on the upper floor.

NOTE: After rescuing the children from the mine, there will be two northeast exits, one on the upper floor and one on the bottom floor. The bottom exit leads to Area C.



Area C

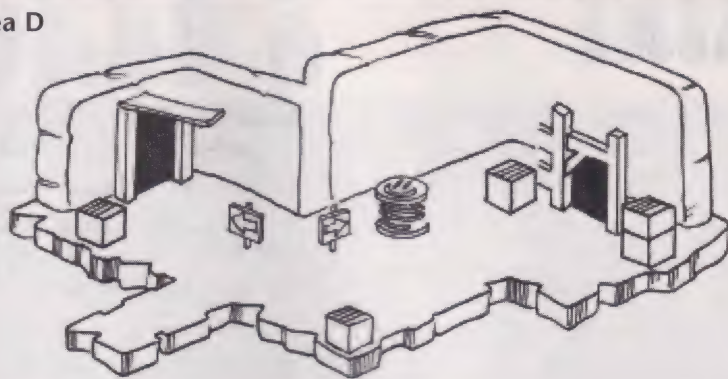
The southwest exit leads to Area A and cannot be accessed until Mario saves the children from the mine.

Area D

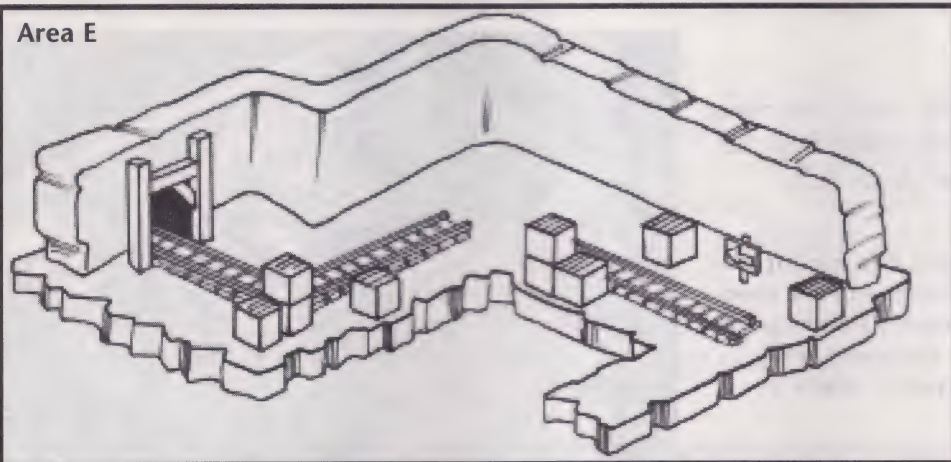
There is a large spring in the middle of this room. When you jump on it, Mario and friends bash right into the ceiling, knocking them unconscious for a short period of time. During that time Croco appears, takes all of your items, and runs into Area E.

After the wall is destroyed, he takes off on a mad chase through the mine. The rest of his bandit buddies try to hide from you, but they're merely bait. You gain experience for fighting them, but you won't retrieve any of your items. You do, however, gain a Flower Tab after each fight, and that alone is worth fighting each of them. If you don't want to get the Flower Tabs, avoid the bandits and go directly after Croco. If you catch him, you'll fight him (see MINI-BOSS FIGHT: CROCO).

Area D



Area E



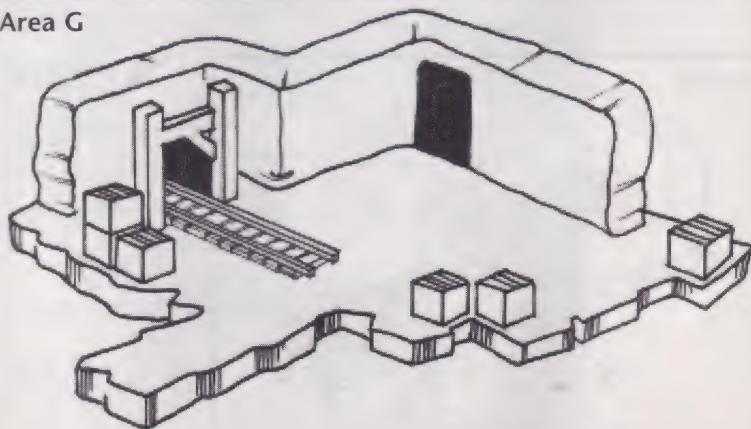
Area E

The northwest exit of this area is closed off by a large brick wall. When you initially confront Croco, he runs to this area and blows up the wall.

Area G

There is a northeast exit in this room (leading to Area F) that only appears after Croco destroys the wall.

Area G



BOSS Fight: CROCO

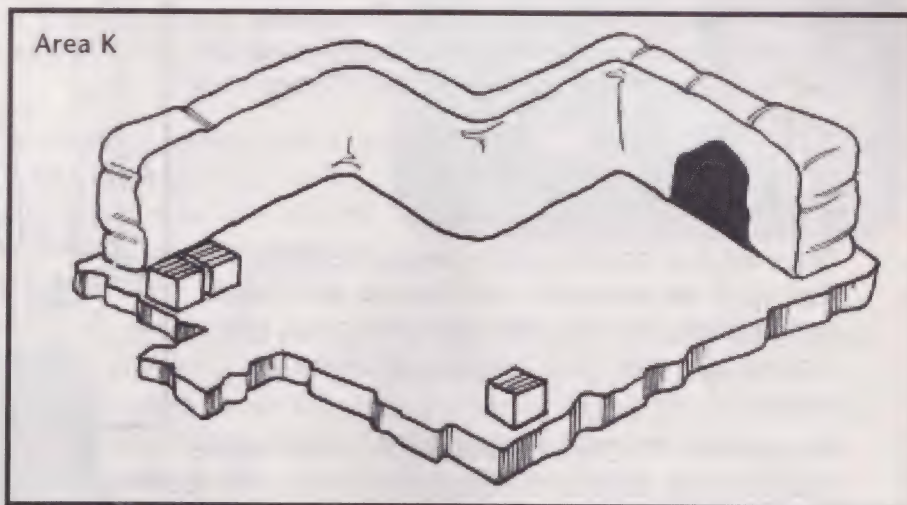


Now that you have three party members, the only thing to really watch out for is Croco's throwing attack. You'll see him dig around in his bag of tricks, and then throw an enemy right at you! If you can consistently block this attack, and you attack Croco relentlessly, you can defeat him. Croco lets you know when he's had enough punishment, and then returns all of your items. He also gives you a bomb to break through the wall in the next room. Now you can move on with your search for the kids.

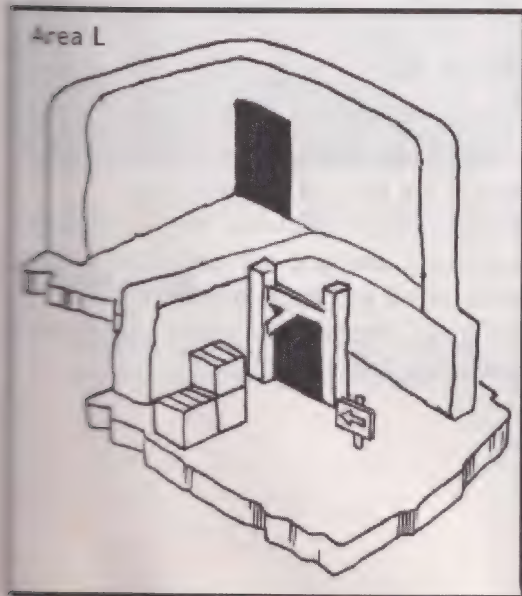
Area K

After defeating Croco, return to this area and talk to the mole. He takes the bomb and places it in front of the wall, breaking it open for you. He then talks to Mario and decides to leave. You can now move on to Area L.

Area K



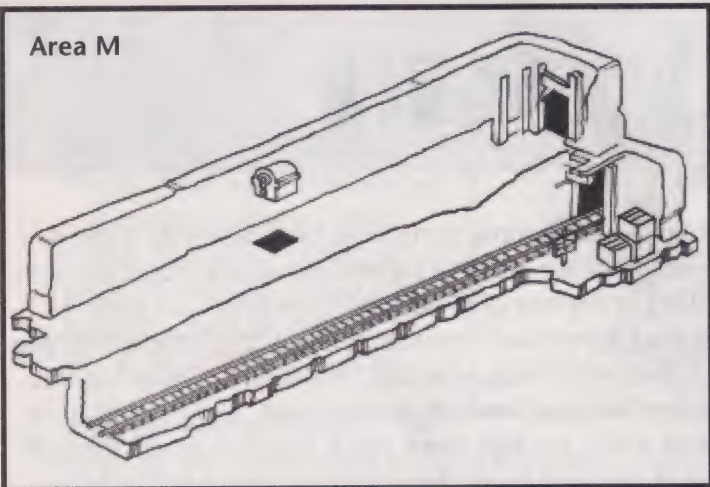
Area L



Area L

If you want an easy Frog coin, immediately run into the exit on the bottom floor.

Area M



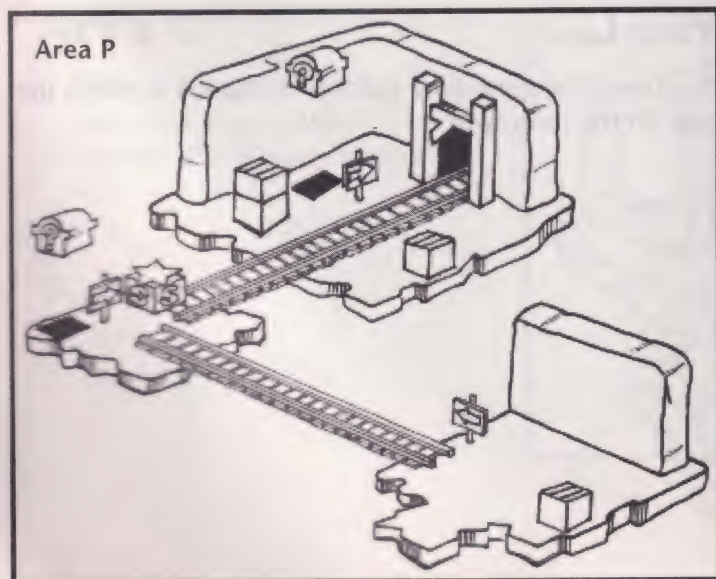
The upper floor of this area is crawling with walking bombs! Instead of battling them all one at a time, head straight for the "?" Chest in the middle of the room to become invincible! After you've gotten all the bombs in this area, head through the northeast exit, where you can bump off more walking bombs.

Area P

There are four bombs walking along the tracks leading to the northwest exit, but you don't have to fight them. As they walk to the southeast, take a running leap over them. You should clear them easily.

To open the "?" Chest high in the air, stand on the stacked crates close to the chest and jump to the southeast when the chest reaches the low point of its hovering pattern.

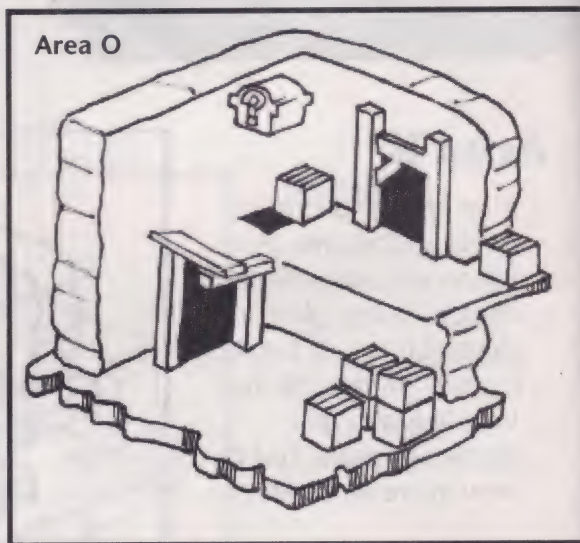
Area P



Area M

The bottom floor of this area may look plain, but stick around for a few seconds and you'll see just how quickly things can change. Before you know it, a Shyster in a mine car comes careening down the track. Instead of trying to avoid him, let him run into you. When you crash into Area L, the Shy Guy takes off, but somehow a Frog coin comes loose. It's yours for the taking!

Area O



Area Q

Step carefully around here, because this room is filled with walking bombs! But where are they all coming from? Punchinello, that's who. He's one tough customer, and you can only start a fight with him if you approach him from behind. Otherwise, expect to get shoved back into Area P.

BOSS Fight: PUNCHINELLO



Punchinello certainly is a crafty character. He's an able fighter who also uses his army of bombs to protect himself. The movements of Punchinello and his bombs are very quick, so be aware at all times. Don't get caught up fighting the bombs themselves—it's a waste of time and effort. Just remember that the bombs can attack you at any time.



Concentrate on attacking only Punchinello. It's okay to use Mallow's Thunder spell to attack everyone, because you might get lucky and destroy all of the bombs in addition to hurting Punchinello.

Watch out for Punchinello's punishing punching attack—it's powerful and quick. You'll know he's going to try to hit you when he starts to move toward you. This is a time when it's important to pay close attention to his movements to avoid getting caught by surprise.



Each time you damage Punchinello enough, he dispatches his current group of bombs and deploys a new group of bombs—each bigger and more damaging than the last. After dispatching his third army of bombs, he tries to call out his Mega Bomb. Unfortunately for Punchinello, getting Mega Bomb's attention isn't as easy as he thought and just when Mega Bomb comes out of hiding, he lands right on top of him! There's nowhere for Mario and his friends to run, so they just cover up. BOOM!!!

Although they are covered in dust, everyone survives the explosion. Suddenly, all attention is turned to the Orange Star. The explosion has jarred it loose! The power of the star restores

the heroes, and Mario jumps into the air to grab it. It's time to move on.

Area R

In this is the first time you've been in the mine, the last remaining child will call to you as you approach. Now is your chance to take that daring rail car ride you've always wanted to!

BONUS GAME: RAIL CAR RIDE

Maneuvering the rail car is fairly simple in theory, but can be pretty difficult to control. Although there are two modes of rail car travel, the rail car controls remain the same for each mode. The basic controls are as follows:

Action:

Brake

Jump

Turbo Boost

Button:

A or Y button

B button

X button

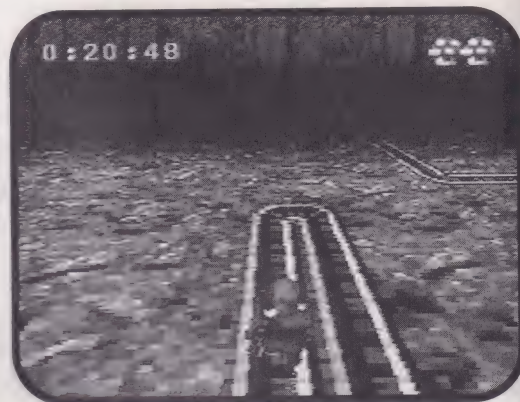
More detailed descriptions of each mode of mine car travel are listed below:

Removed Perspective

This is the only mode that enables you to steer the rail car. Whenever you see a junction in the track, press Left or Right on the D-pad to choose the direction that you want to proceed.

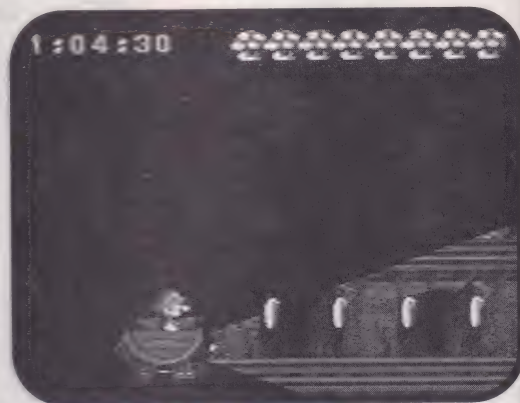
There are many Mushrooms (Turbo Boosts) located above portions of the track that can only be gathered by jumping. Also, be on the lookout for breaks in the track. You'll know you've reached one when you see a small ditch in your path. Jump over the ditches to stay on track.

The only other thing you need to worry about is turning corners at an appropriate speed. Even if you've been riding at a relatively slow speed as you approach a corner, it's wise to slow down before you make the turn. If you're moving too fast, you'll fly straight off of the track and lose valuable time.



Side perspective

These levels are best used for collecting bonus items. In the dark area, stay on the highest portions of the track. The only way to get up there is to jump at the right sections of the track. If you can make it, you'll be well-rewarded for your efforts. Grab as many Mushrooms as you can while you're here, because you won't find as many on the removed perspective tracks. After you make it outside the mine, use your remaining Turbo Boosts to reach the end of the track. As the mine car ride comes to an end, you'll find yourself flying toward the Mole child's house!



Now that you've returned the children to Moleville, you can move on to the next part of World 3. As you leave town, you confront three Snifits chasing after a beetle. You may want to talk to the little mole behind the crates. She's set up a "pur-tend store" and wants to trade Fireworks for a shiny stone.

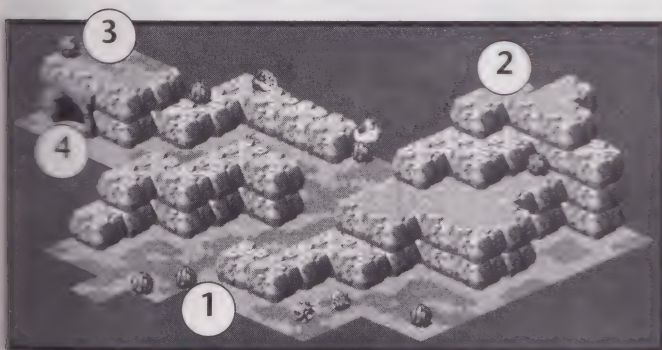
You can buy the Fireworks from the mole in the house to the west for 500 coins. The Shiny Stone comes into play in Monstro Town (see Level 5, Monstro Town), but when you're done with it, give it to the girl in the Inn and she'll trade you her Carbo Cookie. Finally, give the Cookie to the girl in the bucket in the west corner of town. If she can't find a Frog coin to give you, she'll leave her bucket to get a coin. Jump in the bucket to take a free ride down Midas River.

BOOSTER PASS

#:	Item:	Location:
1.	Frog Coin	Bush near entrance of Area A (see map)
2.	Rock Candy	Hidden "?" Chest #1, in northern corner of Area A
3.	Flower	Hidden "?" Chest #2, above bush in northwest corner of Area A
4.	Cave Door	Activate "!" Switch in Booster Tower to open (leads to Area C)
5.	Large Flower	Southeast corner of Area B
6.	4 Coins	Area B, when Mario goes underground to defeat Spikeys
7.	"I" Bag (?)	"?" Chest #1, in northwest corner of Area C
8.	Frog Coin	"?" Chest #2, in northwest corner of Area C
9.	Flower	"?" Chest #3, in northwest corner of Area C

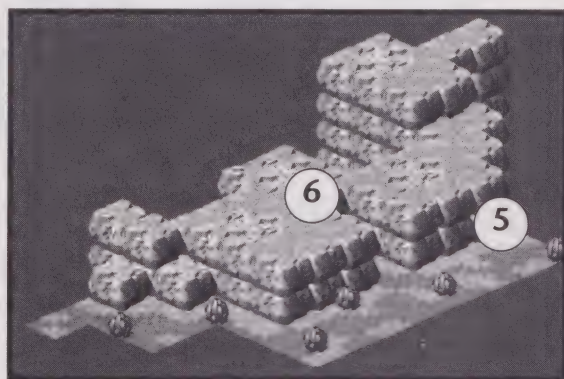
Overview

The bushes may look like the average local flora, but some of them are actually alive and will fight you if you touch them. Don't forget to return to this area after you drive off Booster.



Area A

After activating the "!" Switch in Booster's castle, an entrance appears in the rock in the northwest corner of this area, which leads to Area C.

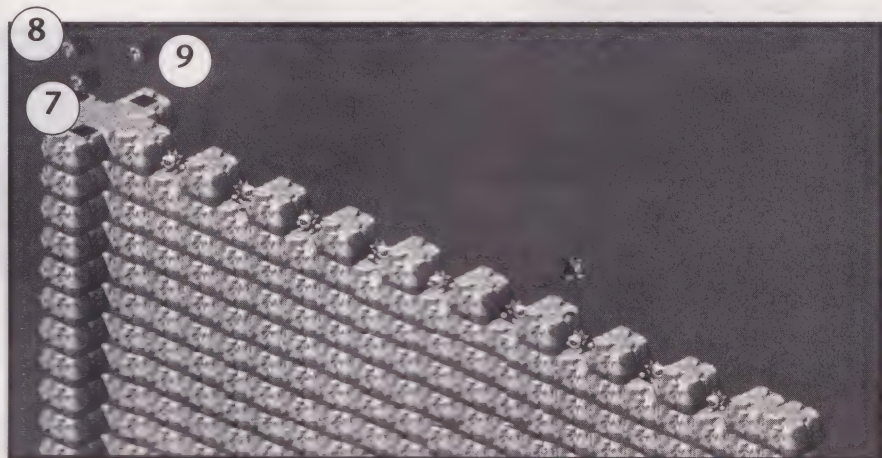


Area B

You can fight each of the Spiky Shelled Guys in the pits of the mountain, or you can beat them the easy way. Just look for the narrow corridor between the rock in the middle of the mountain. Walk directly into the northwest corner of the corridor, and Mario knocks out each of the Spiky Shelled Guys from below. This is not only easy, but you'll also get four large coins in the process!

Area C

The only thing that separates this area from any other is that you can actually fall over the cliff! Watch your step, or you'll fall back down into Area A.



BOOSTER'S TOWER

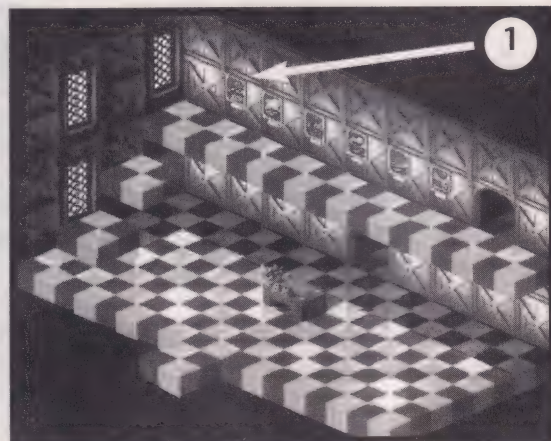
#:	Item:	Location:
1.	Booster's Family Tree	Area A, on the wall of the upper floor (study for later use!)
2.	Frog Coin	Hidden "?" Chest #1, in northern corner of Area B
3.	Flower Tab	Area C, under northeast portion of track
4.	Masher	"?" Chest #1, in Area E (see Area E for details)
5.	"I" Switch	Area F
6.	Nostalgia Corner	Area G, behind the curtains
7.	Knife Guy	Area I, only appears after saving Princess from Booster
8.	Save Point	Area J
9.	Elder Key	Area K (see map for correct order)
10.	Locked Door	Area K, leads to Area L
11.	Chomp	Area L
12.	Mushroom	"?" Chest #2, in Area M
13.	Frog Coin	Area N, jump to find it
14.	Hidden "?" Chest	Area N, jump to find it
15.	4 Frog Coins	Area O
16.	9 Coins	Area O
17.	Room Key	Area O
18.	Zoom Shoes	"?" Chest #3, in Area P
19.	Save Point	Area T
20.	Mushroom	Hidden "?" Chest #3, in Area T
21.	Frog Coin	"?" Chest #4, in northern corner of Area T
22.	Goodie Bag	Hidden "?" #4, above "?" Chest in northern corner of Area T
	Bright Card	Receive from Knife Guy, after winning guessing game 16 times

Overview

Mario heads to Booster's Castle in search of the Princess. Booster's Castle is full of incredible new experiences, but the most shocking event happens before you even get inside. Bowser has also come to Booster's Castle, and he wants to get his mittens on the Princess. When you search the door to the castle, you discover that it's locked. How will you ever get inside? As you begin to walk toward the exit, Bowser returns and knocks the door down. Realizing that he can't get through Booster's Castle alone, the evil tyrant Bowser, who has been Mario's nemesis since they first met as babies, joins the party!

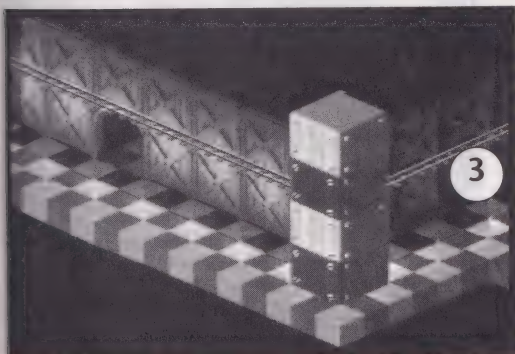
Area A

You can choose to fight Booster's henchmen, but it only serves as a way to gain experience. Examine Booster's Family Tree while you're here.



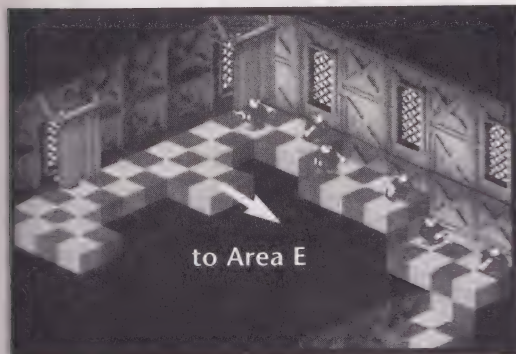
Area B

If you want to avoid fighting the marching blue henchmen, walk against the wall as you make your way to the exit. To uncover the hidden "?" Chest in the northern portion of the room, jump up one square to the southwest of the northern corner of the room to find it.



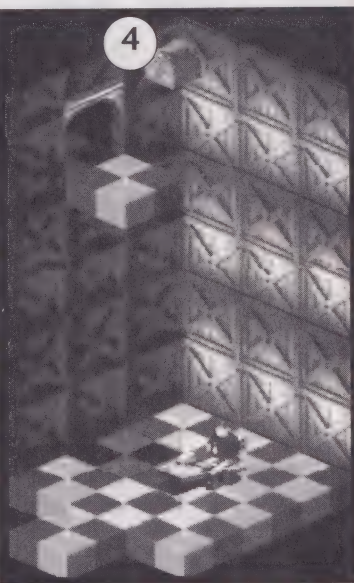
Area C & D

Booster's personal transit system runs right through this room. You can't reach the track, but there are two exits for you to explore. Although you can't reach the track, examining what you can reach yields some nice results. Just search the northeast corner of the room, right where the track enters the wall, to find a Flower Tab.



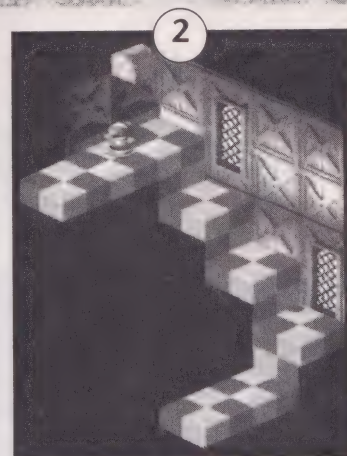
Area E

Upon close examination of the upper floor, you will discover a "?" Chest in midair in the middle of the room. To reach it, stand on the southern tip of the small platform on the upper floor and jump slightly to the southeast. If you jump correctly, you land on the see-saw, launching the bomb on the other side. It comes back down at tremendous speed, and launches you straight up into the chest. Remember, you can't use what you've got unless you equip it, so do it right now!



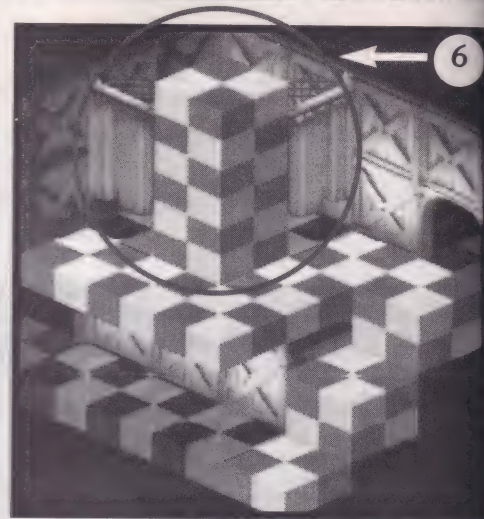
Area F

Activate the "!" Switch in this room to open up a new area in the Stone Desert.



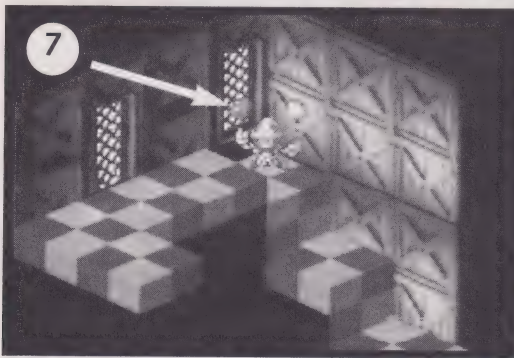
Area G

This is the coolest area in Booster's Castle! Prepare for a real shock as you walk slowly through one side of the curtained area in the northern corner of the room and exit out the other. WOW! Can you believe Mario used to be just like that? Even the music is the same! Unfortunately, you can't do anything special as the old Mario, and as soon as you try to exit through either door, you automatically return to the curtained area and turn back to normal. You can only do this once, so enjoy it while you can!



Area H

Avoiding the flying bullets on the upper floor is easy enough, but to stop them altogether, talk to the Snifit. If you can beat him in a fight, he and the bullets will disappear.



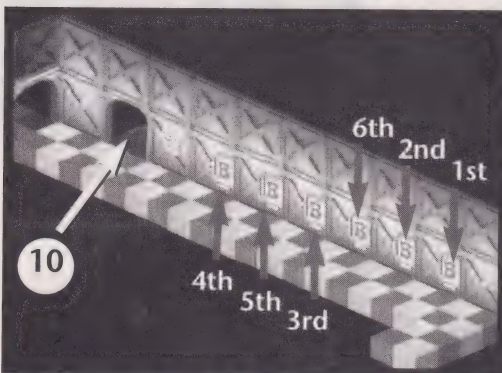
Area I

Proceed with caution if you want to avoid the walking bombs on the steps leading to the exits.

After booting Booster out of the Tower, you can return to this room and find the Knife Guy in the northern portion of this room. He feels bad about picking a fight with you earlier, and asks you to play a guessing game with him. When he juggles the balls, you must follow the yellow ball into one of his closed hands. If you guess which hand the ball is in, he'll give you some bad mushrooms as a reward. Don't let this fool you, though! He has something very valuable that he'll give you after you win 16 times.

Area J

The only thing special about this room is the Save Point in the middle of the room.



Area K

This is a puzzling room, but armed with the right knowledge, you can crack the code quickly. Remember those portraits of Booster's family? Well, all you have to do is activate each picture in order, and you'll get a key to unlock the door! If you don't remember the order, check out the solution on the map.



Area L

There is a Chomp monster tied to the wall on the upper tier of the room. Jump up to it and Bowser goes into action! Fortunately for you, Chomp wants to help take a bite out of Booster, and Bowser is the only one who can handle it safely. Make sure to equip it!

Area M

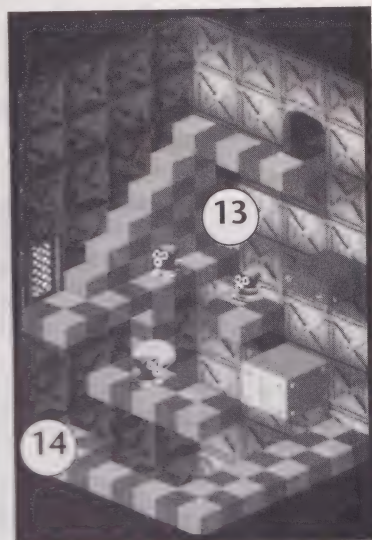
There is another way out of this room, but it isn't a conventional exit. Jump on the free end of the see-saw on the upper floor, and you're catapulted to Area N. At some point, get the Mushroom from the "?" Chest on the east side of the upper floor.

12

Area N

This is probably the most confusing area in the castle. Select your jumps carefully or you may have to return and start all over again.

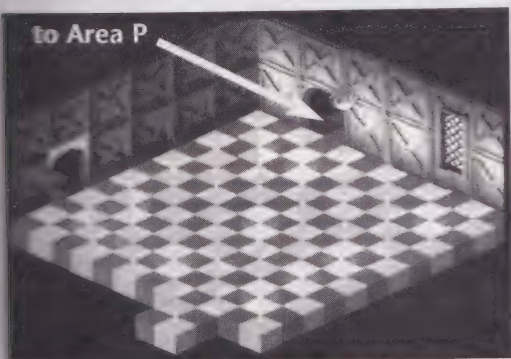
There is a hidden "?" Chest in the western corner of the bottom floor. Open it to get a Frog coin. You can find another Frog coin inside the small nook in the wall in the middle of the room. Just stand inside of it and jump up to get the coin. There's another one at the southwest corner—use the same technique to find it.



Area O

This room is filled with many coins, but be careful how you go about collecting them. If you step on the wrong part of the floor, you'll be forced to battle the blue flames that protect the room from intruders. As long as you jump from coin to coin, you can avoid them. The only problem is that when the coins are gone, you may have trouble remembering where the safe spots were. Collect the Room Key in the eastern portion of the room and use it to open the door in the northern corner of the room.

to Area P



Area P

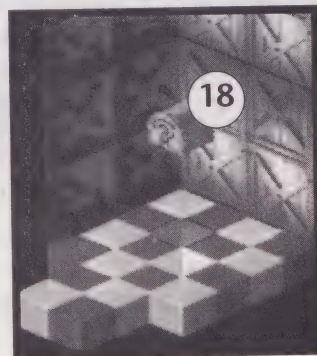
Make sure to open the "?" Chest in the middle of the room.

Area Q

It is possible to avoid the Chomp monsters in this room, so stay close to the wall.

Area R

Booster's transit system connects to this room, and as luck would have it, he shows up when you don't need a distraction. He's very protective of the Princess; so much so that he'd even take out Mario to keep her. He drops several bombs down to your level with parachutes that you can avoid or fight. If you want to avoid them, hide behind the wall below the tracks and wait it out. You'll know you're in the right place if you can see yourself through the window in the wall. After the bombs pass, your path is clear.



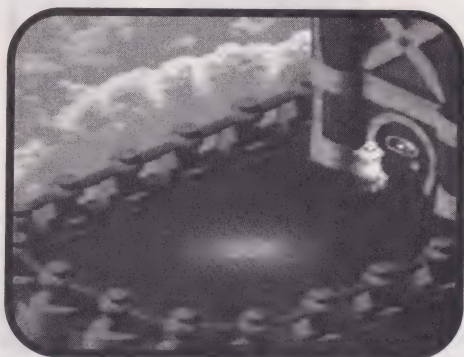
Area S

Although it looks like you have to fight the Chomp monster in front of the exit on the bottom floor, you can avoid him by hugging the wall.

Area T

Along with a Save Point, this area contains three "?" Chests—two of which are hidden.

NOTE: Save your game now! (see *Mini-Game: Curtain Pull* for more info.)

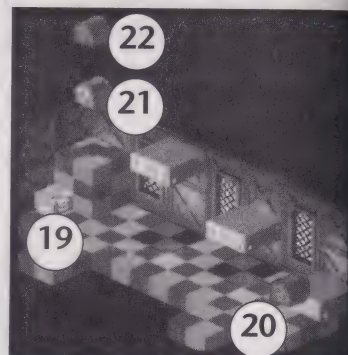


Area U

There are a couple of odd items in this room, especially the Mario toys. When you first enter the room, you can't do anything. Take the southwest exit, and let Princess Toadstool know that you're here to rescue her.

When you return to the room, you'll hear Booster and his henchmen heading toward this room. There aren't any good hiding places in the room, so Mario runs behind the curtains to hide. Booster and his henchmen enter the room, ready to continue the rehearsal for the wedding. The only problem is, they can't find the

Mario doll! They can't see that the toy is hidden above the curtains. Booster becomes impatient and orders one of his henchmen to find the toy. You can't be discovered now! Better get ready to move!



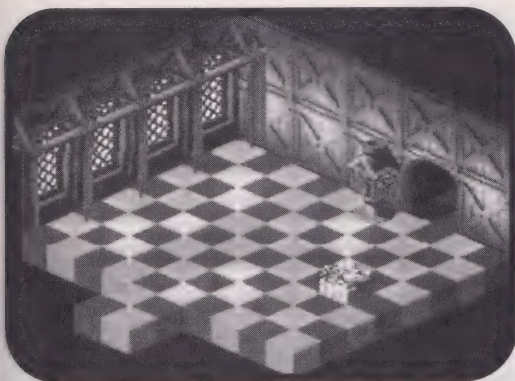
MINI GAME: CURTAIN PULL



This game is pretty fun, but it can also be deadly! Save your progress before you start this game or you may lose ground. When Booster sets his Sniffits in motion, they start to open the curtains one at a time. If you can't avoid being detected, the game will start over, or you will have to fight Booster.

Here's the pattern, considering the left-most Curtain as Curtain 1, the Curtain to the right, door 2, and so on. Hide behind these curtains:

- | | | |
|-----------------------|--------------------|---------------|
| 1. Curtain 1, 2, or 4 | 7. Curtain 2 or 4 | 13. Curtain 4 |
| 2. Curtain 1, 2, or 3 | 8. Curtain 1 or 4 | 14. Curtain 1 |
| 3. Curtain 1, 3, or 4 | 9. Curtain 1 or 3 | 15. Curtain 2 |
| 4. Curtain 2, 3, or 4 | 10. Curtain 1 or 2 | 16. Curtain 3 |
| 5. Curtain 1, 2, or 3 | 11. Curtain 1 or 4 | 17. Curtain 1 |
| 6. Curtain 1 or 3 | 12. Curtain 3 or 4 | 18. Curtain 3 |



YOU DO NOT WANT TO FIGHT BOOSTER, SO BE CAREFUL! He is a little too powerful for you at this stage of the game. You should have enough time to adjust your position each time the henchmen make a move. Each curtain they stand in front of will open. Just make sure you aren't behind one of these and everything will work out.

Each time one of his henchmen fails, Booster sends out another. If you can avoid detection when all three henchmen are searching for you, Booster himself opens the last curtain. You've been exposed! Or have you? Booster can only see the Mario doll, but he can't think of a way to get it down. Mario

runs back underneath the doll—this is your cue to go into action. Jump up to knock the doll down. Booster thanks you for finding the doll, but decides that's enough practice. He's ready to go on with the wedding, so Booster and his Sniffits file out of the room.

Area V

You can't get back inside the castle after you reach this area. Booster has taken Princess Toadstool away, and you've got to get her back. Unfortunately, a couple of Booster's tenants are looking for a fight, and you get to be the lucky victim!

BOSS Fight: CLOWN BROS.

The Clown Bros. are a gruesome twosome—able to overwhelm you with their combined powers. Between Knife Guy's physical attacks and Grate Guy's magical attacks, you'll have plenty to contend with. You must keep them separated from one another as long as you can—although each one is still a handful.

Knife Guy can hurt you with his Knife attacks, and Grate Guy can snuff out your ability to cast spells. Your defense must be extremely good if you want to end this fight as the victor.



Concentrate on attacking Grate Guy, because he will cause you the most trouble. It is okay for Mallow to use his Thunderbolt spell, but because Knife Guy is invulnerable to most magic, the spell will only affect Grate Guy. Eventually, Knife Guy will stand on his sibling's shoulders.

As a single fighting unit, they possess a greater power than the combination of their individual powers. They can cast two spells per round in this formation, which can cause you headaches. Continue to attack Grate Guy, and you will knock Knife Guy off his shoulders. Keep up this pattern until Grate Guy is defeated, then launch a full-scale assault on Knife Guy. If

you've fought smart, you should be able to defeat him easily. Now go after Booster!



UPHILL CHASE

Item:

Flower(s)

Location:

Received from Princess Toadstool, when Mario gets close enough to her

Overview

After you have chased Booster out of his castle, he takes the Princess to this location. At the top of this hill is Marrymore, the site of Booster's planned wedding, and you have to keep up with him if you're going to get her back. Toad will show you the ropes here.

Beware of Booster's henchmen, who are constantly nipping at your heels. They can run faster than you, and will eventually catch up. When they do, jump on top of their heads. If you're successful, it will be just as if you landed on a barrel.

You may return to this level after the chase with Booster is over. When you come back, only the barrels return. The only difference with earning bonuses is that you get all of your flowers *after* the barrels disappear. Keep a keen eye out when you hear the signal that a flower is approaching. You'll have to react quickly, so stay near the middle of the path. Since Mario can't adjust very quickly, you've got to be ready to move as soon as you see the flower.

You can also come back here after buying a Beetle Box in Seaside Town. (See Mini-game: Beetle Chase in World 4.)



MARRYMORE

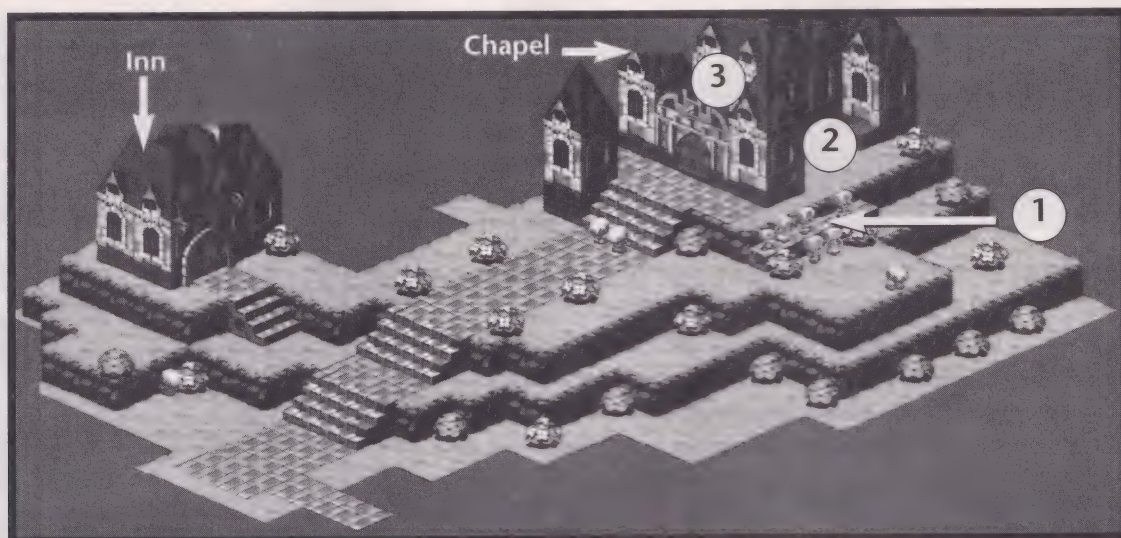
#:
Item:
Location:

- | | | |
|----|------------------|---|
| 1. | Photo Opp. | Southeast of the Chapel (after Booster leaves the Chapel) |
| 2. | Chapel Back Door | Behind the southeast corner of the Chapel (see map) |
| 3. | Save Point | In the Chapel (in Area D) |

Overview

High atop the mountains of World 3 rests Marrymore, a serene locale where many couples come to get married. The Chapel is famous for exquisite ceremonies, and the local chefs bake the most amazing cakes around.

The couple is also welcome to stay in the Honeymoon Suite at the local Inn—it features many amenities you can't find just anywhere. Mario has access to all of these things, but the only thing you must do is save Princess Toadstool from marrying Booster. Unfortunately, the front door of the Chapel is locked. But even as the doorman himself will accidentally blurt out, the Chapel has a back door that you can use to get inside.



Area B


The Kitchen is always a hotbed of activity. Just look at the cooks! To heat it up a little more, stomp on the cake.

Area C

This area is normally the Chapel's Foyer, but with the front door locked, it has become an outpost to spot intruders from the outside. There is a guard in this room. As soon as he sees you, he panics and tries to warn Booster that you've invaded. However, he cannot open the door by himself. You have to help him! When the guard begins to charge toward the door, run along his side and hit the door at the same time that he does. If your timing is right, you'll barrel right into Area D.



Area D

 Upon examination of the door, Bowser begins to knock the door down. He can only do it with your help, so as with the door you just broke through, run into the door at the same time that Bowser does. If you synchronize your efforts, you'll break into Area E.



Area E

This is the Main Hallway of the Chapel. Booster has chosen to wed Princess Toadstool in this chapel, and only you can stop this unholy matrimony. Although you've come to the rescue at just the right time, your break-in doesn't immediately solve the Princess' problems.

MINI-GAME

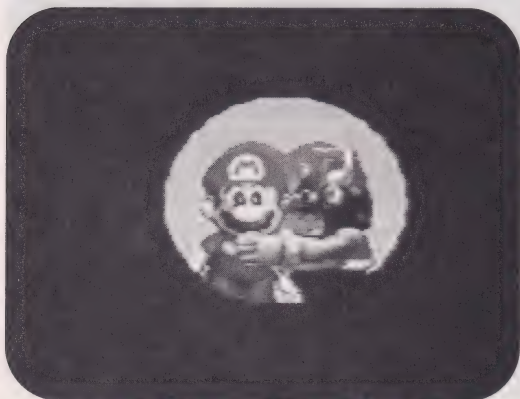


By knocking down everyone in the room, you've caused Princess Toadstool to lose her four most precious pieces of jewelry: her Ring, her Broach, her Shoes, and her Crown. Before you can move, Booster's henchmen have already picked up three of the four items. It's up to you to retrieve those items and find the fourth item before all of the candles in the room are lit. Don't chase the henchmen into the aisles between the pews. If you do, you'll probably fall into a pattern something like this:

1. As you close in, one of the henchman escapes by jumping over the pews.
2. Because you can't jump over the pews, you run around the pew to catch them on the other side.
3. Return to Step 1.

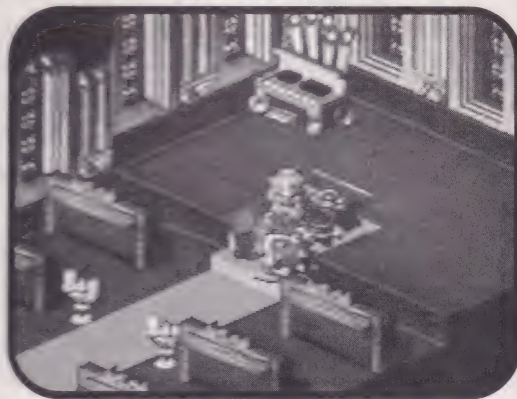
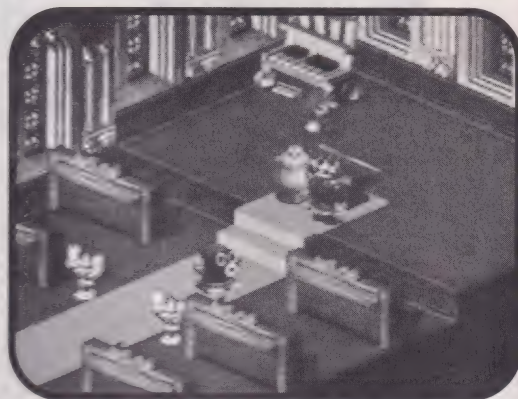
To keep this from happening, stay within the long walkway between the pews. As soon as you come face-to-face with a Sniffit, press the A button. He'll give you his item, but he'll continue to run around. Don't waste time chasing after a Sniffit after you've gotten his item. The best way to avoid this is to start from the southwest end of the walkway and head toward the northeast end. The henchmen may not play into your hands that way, but when it works, it's much more reliable than guessing their paths. After you've gotten the three items from the Sniffits, jump on Booster's head to get the Princess' crown.

With all of the items in hand, talk to Booster. Princess Toadstool wants to reward Mario for saving her from marrying Booster, but both Bowser and Booster want in on the goods. If you managed to get all of the items before the candles were lit, Princess Toadstool will kiss Mario, and Bowser and Booster will get each other! If you didn't quite make it in time, the result will be a little less rewarding, but a lot more hilarious.

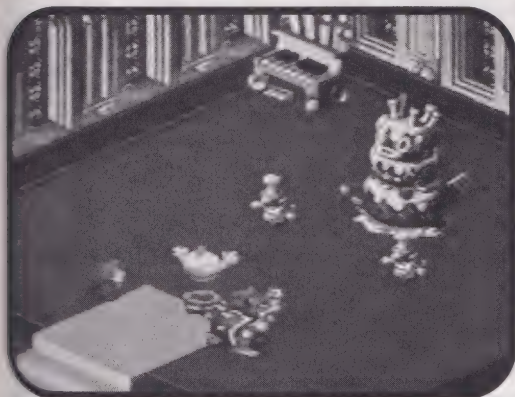


With that settled, it's time to head back to the Mushroom

Kingdom. Just as you start to leave, Chef Torte and his apprentice appear with the wedding cake! Now that the wedding is over, what good is the cake? The chefs are stricken with disbelief. They both become enraged, and a fight ensues!



BOSS Fight: CRAZED CHEFS AND BUNDT

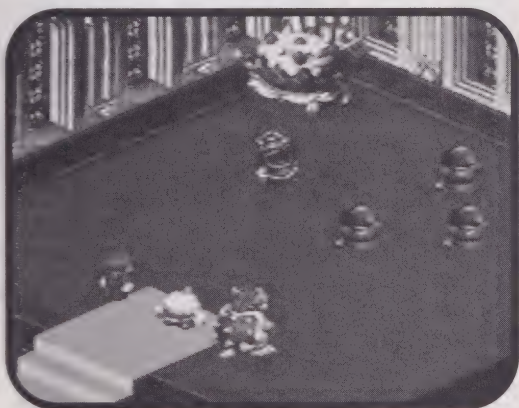
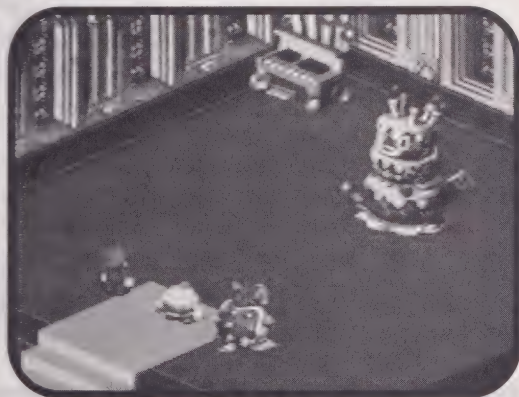


Even though you have nothing against the chefs, they have a bone to pick with you! For starters, don't try to attack the chefs. Your attacks have no effect on them. Instead, target the cake. After damaging Bundt enough, it starts to move. Torte's apprentice sees the cake move, but Torte refuses to believe him and continues to attack you.

The fight continues, but Bundt begins to move. This time, both chefs see it, and run off in fear. The cake is really alive! This is when the real fight starts. To destroy Bundt, you must blow out all of its candles. You can't just walk up and blow them out; each attack will blow out one or more of the candles.

After each round of your attacks, Bundt re-lights one candle and launches two attacks against you. If your magic resistance is good, you'll fare well. If not, you can always use Mallow's HP Rain spell or an Elixir to boost yourself long enough to survive the fight. As long as you can stay healthy throughout the fight, you should be able to put Bundt out of commission.

After Bundt has been destroyed, it's time to go after Raspberry. Fight him the same way that you fought Bundt. Suddenly, in what may seem to be the middle of the fight, Booster's henchmen will appear. Their cause: to keep you from destroying the Groom's cake! Although the wedding was a miserable failure, Booster should still be able to enjoy his dessert. Even though the cake is still alive, Booster eats it! After he's had his fill, Booster and his Sniffits leave the Chapel. Now that you've saved the Princess, it's time to return her to the Mushroom Castle. Leave town, and you'll automatically return to the Mushroom Kingdom.





WORLD 4

Back at the Castle

Mario must return the Princess to the castle and tell the Chancellor of his adventures. Of course, the townspeople are a little wary of Bowser, but when they realize he's here to help, everyone is happy again. The Chancellor decides that the mission will be too dangerous for the Princess, so she retires to her room. This is quickly remedied if Mario walks outside the castle.

The Princess parachutes out of her window to tell Mario she has changed her mind, and wants to join the party. Mallow and Mario decide that the next step should be to talk to Mallow's grandfather, Frogfucious!

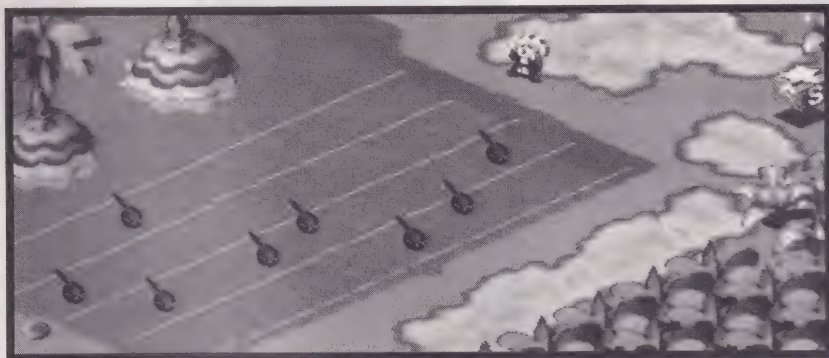
Back to Melody Bay

Item:

Tenor Card

Location:

Receive after correctly crossing the Melody Bay Bridge



Toadofsky is stuck once again, and once again Mario must help him compose yet another masterpiece. There is only one pattern that works:

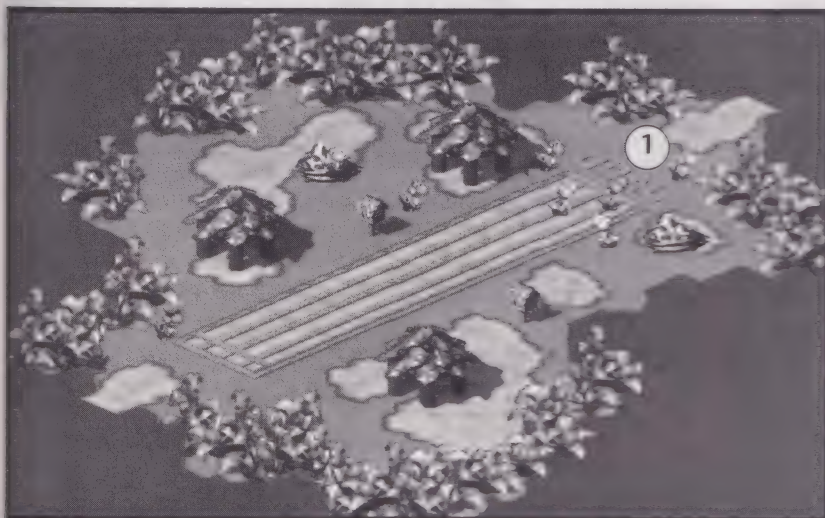
E, C, G, C, D, A, B, C or

Me, Do, So, Do, Re, La, Ti, Do

Now Mario must go visit Frogfucious, who tells Mario about Star Hill.

Back to Yoshi's Island

#:	Item:	Location:
1.	Yoshi Cookie(s)	Receive after winning Yoshi race



Now you can race against all four contestants, including the bad blue Boshi. The tune and the game are played the same as they were before, so be prepared to tap the A and B buttons to the beat!

Mario can visit one of the adorable newly hatched Yoshis. He wants Yoshi cookies, and you can give him as many as you're carrying.

STAR HILL

#:	Item:	Location:
1.	Mallow's Parents' Wish	The smiling star in the lower-right end of Area C.

Overview

Star Hill is a very peaceful and tranquil place, and here Mario discovers the wishes of the world. Wander from smiling star to smiling star. They each tell you a wish of one of the denizens of the towns below. To open each locked star door, you must find all the large dark green star flowers on the locked door's area of road. Activate it, and it rises and glows. When you have activated the last of the star flowers, you will hear a special sound effect to let you know the door has opened.

Area B

Gino steps out to tell you that the wishes—the smiling stars—have fallen from Star Road, because Smithy broke it. He knows that a piece of the Star Road is somewhere on Star Hill. If Mario addresses the smiling star to the immediate upper-left of the locked star door, you'll find that it says "I wish I weren't such a cry baby!"

Mallow jumps out and yells at Mario for spying on other people's wishes, then smiles, disappears, reappears, apologizes, and disappears again. There are five star flowers to activate.



Area C

On the far lower-right of this area is a wish that reveals to Mallow that his real parents want him to find his way home. Mallow and Mario have a sad but enlightening moment, and then get happy again and return to hunting for star flowers. There are six flower stars.



Area D

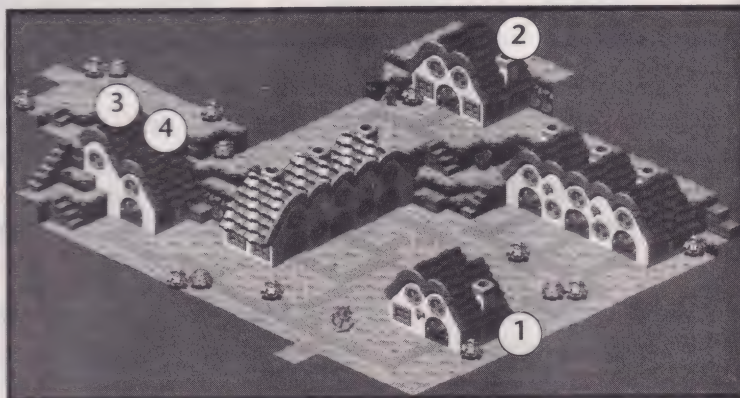
At the top of this area, Mario will find the fourth Star. There are six star flowers in this area.

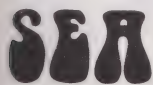
SEASIDE TOWN

#:	Item:	Location:
1.	Save Point	Inn
2.	Frog Salesman	On second floor of house; frog in a scarf sells a few magical items for Frog coins
3.	Bad Mushroom	Item Shop
3.	Muku Cookie	Item Shop

Overview

Something is wrong with these mushroom people. Besides the fact that they're blue, they're trembling and not willing to help Mario out one bit. There's also a house in the lower-left—two people are guarding it and won't let Mario in. For now, all Mario can do is talk to each of the people, sleep at the Inn (for free!), and buy a few rare items. After you've talked to everyone return to the World Map.





#:	Item:	Location:
1.	Save Point	Area B, right of boxes
2.	Chest A	Area B, left of boxes
3.	Chest B	Area B, left of boxes
4.	Chest C	Area B, left of boxes
5.	Invincibility	Chest in Area C
6.	Max Mushroom	Area E, Chest on upper-level
7.	Bag	Chest in Area E

Overview

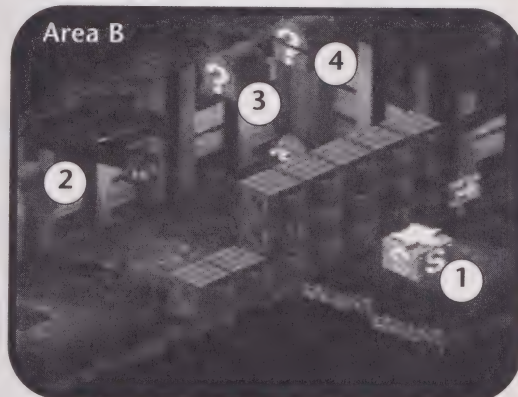
Something strange is going on in the caverns by the village, and Mario's the man for solving the problem. The caverns hold treasure and foes, but they lead to the sunken ship. That's Mario's next goal, but he must first battle his way through the caverns to get there.

Area A

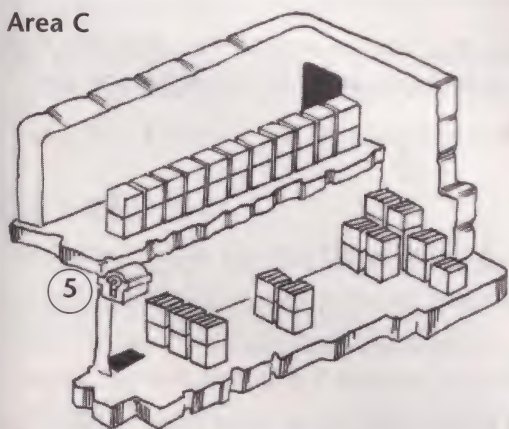
This first room contains a ghostly salesman who sells you various weapons, armor, and potions.

Area B

To get to the left side of the boxes, go through Area A to Area C, then D, and up through the door at the top of the room. Jump up onto the stacked boxes, and you are there.



Area C



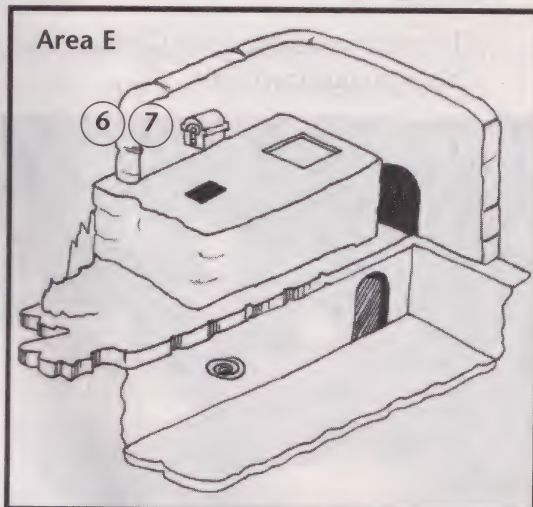
Area C

Get the Invincibility out of the chest on the lower floor and then run through all of the starfish enemies in this room and Area D for a lot of experience and gold.

Area E

Jump into the whirlpool in the water and walk to the upper-left until you see the

Area E



doorway underwater. Walk through here and step into the bubbles—they take you to the water's surface. After collecting the Max Mushroom, jump down to the lower level and follow the path to the next area.

Area F

There's nothing much here except the jellyfish and the sunken ship. Jump into the whirlpool and enter the pipe at the top of the ship.

SUNKEN SHIP

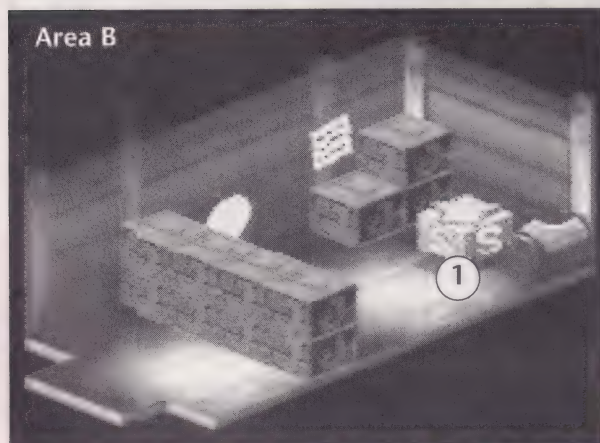
#:	Item:	Location:
1.	Save Point	Area B
2.	Mushroom	Area D, top of the stairs, behind the boxes
3.	10 Large Coins	Area D, bottom of the stairs, in the chest
4.	Mushroom and Scroll One	Puzzle One, upper-left door
5.	Flower and Scroll Two	Puzzle Two, upper-middle door
6.	Scroll Three	Puzzle Three, upper-left door
7.	Scroll Four	Puzzle Four, lower-left door
8.	Scroll Five	Puzzle Five, lower-middle door
9.	Mushroom and Scroll Six	Puzzle Six, far-right door
10.	10 Large Coins	Area F, bottom of stairs, behind the Dry Bones
11.	Save Point	Puzzle 6
12.	10 Large Coins	Area L, above the green crates
13.	10 Large Coins	Area L, above the green crates
14.	Kerokerokola	Area M
15.	Frog Coin	Area N, secret chamber behind the stacked crates to the left
16.	Mushroom	Area O
17.	Save Point	Area O
18.	Safety Badge/Coins	Area O, after defeating the Hidon
19.	4 Frog Coins	Area P, underwater
20.	Frog Coin	Area S, upper-right corner at water's surface
21.	Safety Ring	Secret chamber behind the upper-left stacked barrels in Area S, underwater
22.	Mushroom	Area T

Overview

There are many ghosties, ghouls, and other creepy crawlies that bar the way to the next Star. Fight your way through them all and past the big puzzle to the mini-boss, and Mario will be one star richer.

Area A

There's a page from the Captain's Log. "We're done for... A Giant Squid just got hold of us. The ship's going down fast..."



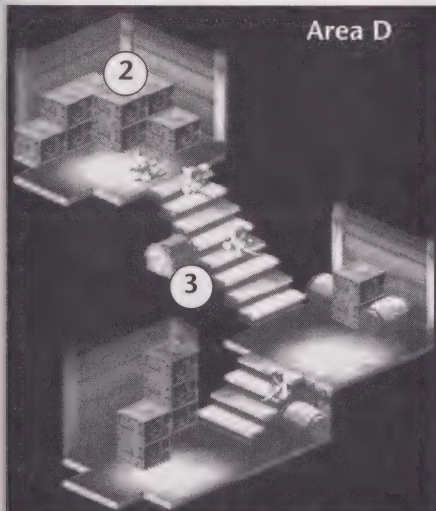
Area B

There's a Save Point and a page from the Captain's Log that reads, "We've managed to trap the Giant Squid in the Cellar. The treasure will sink with the ship, but... so it goes!"

Area C

The Next Page of the Ship's Log reads, "The door to the cellar is locked with a password consisting of six letters. In order to proceed, you'll have to decipher the password using the six hints."

Area D



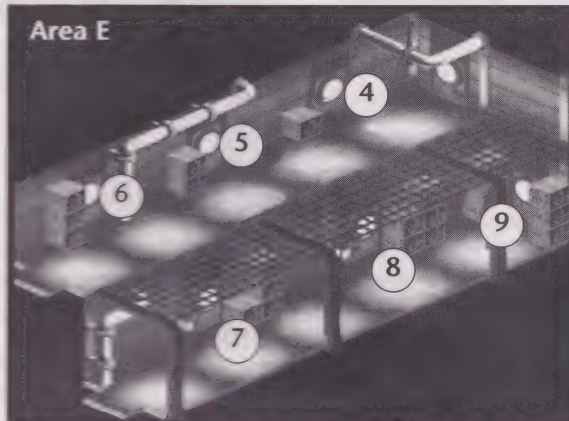
Area D

At the top of the stairs is a stack of boxes. Jump behind the boxes to find the hidden mushroom and fight or jump your way down the stairs.

Area E

There are six doors in this area. Each door is guarded by a Greaper. After each Greaper has been defeated, you can enter the room with the puzzle. After the

puzzle is solved, you receive a prize and a piece of the answer to a question that locks the Cellar door. If you don't want to fight these battles or solve the puzzles, skip to the Cellar Door.



Puzzle 1:

The Flying Koopa follows Mario anywhere in the air. The object is to knock the cannon ball onto the switch, so walk up behind the stacked blocks and wait. When the Koopa lines up over Mario's head, it knocks the ball onto the switch.

SCROLL 1: Memo left by Magellian: There is an "S" in the word.

Puzzle 2:

Stand in the shadow of the left box. When the spring directly in front of Mario is centered in the spotlight, jump up and knock the box above Mario's head to stop it. The spring should now be off-center to the right of its spotlight. Walk to the next box and stop the spring off-center to the right, just like the first spring.

The third spring needs to be centered in the spotlight. You should jump just as the spring begins to slide from left to right. A cannonball drops from the left side and bounces across the springs to a switch.

SCROLL 2: Memo left by Magellian: It is found on the bed of the ocean.

Puzzle 3:

Enter the doorway to the left and walk straight back until you stop. Press diagonally Up and Right on the D-pad until you stop. Next, press and hold Right, then jump until you can't jump anymore.

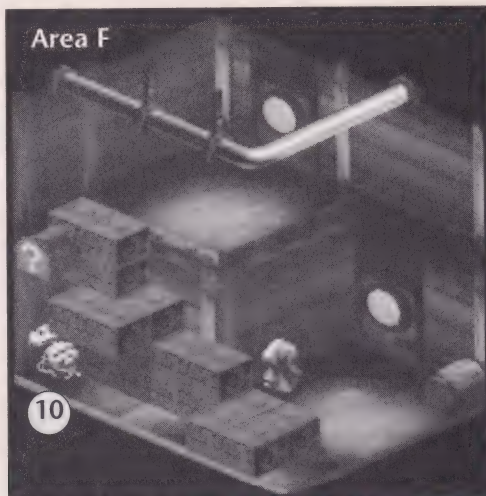
Gently tap the D-pad Left a couple times, and then press diagonally Down and Left until he stops again. By pressing the X button, you'll see that Mario is in the upper-left corner of the maze now—extremely close to the upper-left doorway. Select "I'll try a little more" and maneuver through that doorway.

Walk across the platform to the doorway to the right. Very carefully, walk to the upper-right and jump up onto the visible walkway running along the wall. Follow it around to the left until you stop, and press Left on the D-pad until he stops.

Press Up on the D-pad and jump. Then, press Up and Right and jump three times. Next, press Right on the D-pad until you stop, and then hold Up on the D-pad and jump twice. Now step on the switch.

SCROLL 3: Memo left by De Gama: It has two vowels.

Area F



Area F

There's a stairway in this room—a Dry Bones guards a chest at the bottom. If you want the coins in the chest, you must battle the Dry Bones. There is also a Salesman here who will sell you armor, weapons, and potions. It's a good idea to stock up on Able Juices and Pick Me Ups.

Puzzle 4:

This isn't as much of a puzzle as it is a test of dexterity. A coin appears and begins to travel around the room's perimeter, leaving other coins in its path. You must collect all the coins (except the first one) and you can't let any coins disappear. If you move too quickly, you collect the first coin and leave nothing to fol-

low. If you don't move quickly enough, a coin will disappear. Either way, you must leave the room and re-enter it to start again. Be prepared to stand on the edge of a box and hold the Y button as you jump to make some tall and widely-spaced stacks of boxes.

SCROLL 4: Memo left by De Gama: It has four consonants.

Puzzle 5:

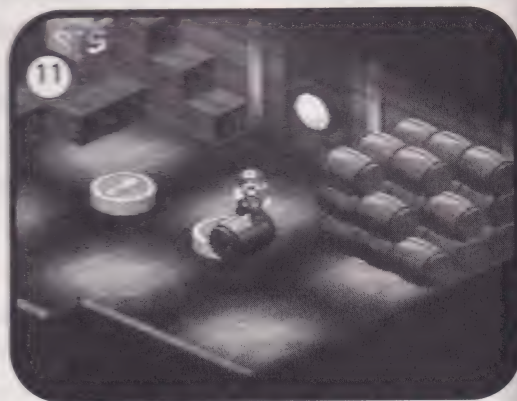
This puzzle requires you to move quickly and accurately. Stand under the shadow of the leftmost box and jump into the box. When the cannonball fires, run quickly to the shadow of the next box, wait for it to fly over your head, then jump into it to knock it into the box above your head. This causes the next cannon to the right to fire, so run quickly to the next box to the right and stand in its shadow. Knock the next cannonball into the next box. Repeat for the last box.

SCROLL 5: Memo left by Van Doren: At least two consonants are side by side.

Puzzle 6:

This is the easiest puzzle of all. Jump up onto the pile of barrels, stand in the upper-left corner, and jump on the barrel to the right. When it rolls to the floor, jump on it and be sure to have your back to the switches. Jump repeatedly until the barrel rolls over the switch, and then jump onto the other switch.

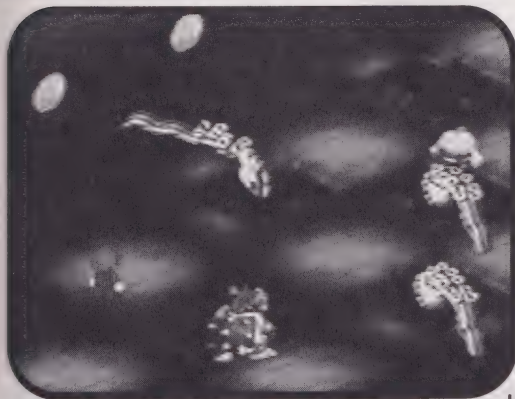
SCROLL 6: Memo left by Van Doren: The "R" comes before the "L."



Area G

Using the floating boxes in the air, spell out the words "PEARLS." Approach the tube with the note, "Once you've come up with the key letters, speak in here." Then return to the Save Point and save your game.

MINI-BOSS: KING CALAMARI



This fight will take a while if you don't use the Princess, especially if she doesn't have her "Group Hug" spell yet. The best strategy is to get stocked up with Able Juices and Pick Me Up potions, and then just fight it out.

The fight begins with three tentacles. Each has the ability to pick up any character, remove them from the fight temporarily, and then set them down as a quivering, weak mess. Use the Princess' Group Hug to immediately remedy this condition—it not only heals Hit Points, but also relieves the shaking and weakened state each character usually gets.

If you don't possess the Group Hug, then use Princess or Mallow to constantly heal your characters—couple them with each character using the Able Juice to relieve the weakness until the Squid does it again. The fight will take twice as long, but it works eventually.

It's also a good idea to use Mallow's Lightning Spell instead of his physical attack—it allows you to attack all three tentacles at once.

A second deadly wave of tentacles follows the first round. After you've finished them off, you move on to King Calamari's remaining two tentacles and, you guessed it, his big ugly head! Luckily, he's not magically resistant. You probably want to take out the two tentacles first so he'll stop picking your friends up and slapping them around. Use the same strategy as before, but be ready for his magic spells (Venom Drool, Drain Beam, Sand Storm, and Ink Blast).



Area H

This room contains a spring that leads back to the other end of the ship.

Area I

When you enter this room, don't walk into the Dry Bones wandering around on the floor. If you walk through the lower door, you enter a small area where you have the ability to stop the flying bullets on the second floor. The upper door leads you to the second floor of the next room. If you want to stop these bullets, enter through the lower door. If you'd rather hurdle each bullet on the second floor, take the upper door, but you'll probably end up on the bottom floor anyway.

Area J

Lower Floor: Stand atop each barrel and jump up to hit each bullet as it flies by. After you've knocked it out of the sky, it's permanently out of commission. Return to the last room and go through the upper door.

Upper Floor: If you've rid yourself of the flying bullets, you can avoid the six rat finks atop each cannon. Otherwise, you can either try to jump over the bullets and make it to the door on the right side of the upper-floor, or jump from cannon-top to cannon-top and fight six battles.

Area K

All you'll find on your way down this staircase are a bunch of Rat Finks, but you can avoid them by moving down the left side or by jumping over their heads.



Area L

The only reason to walk through the green blocks is to get into a fight with the hidden Rat Fink. To reach the two chests over the green blocks, hop up on top of the barrels stacked in the corner, and take a long jump toward them. Do this by pressing and holding the Y button, and then pressing the B button and Down on the D-pad simultaneously.



Area M

It looks as if there's nothing in this room except for that impostor, Mario, on the other side of the room! However, he's actually part of a cool puzzle that leads to the hidden chest in this room.

Walk to the middle of the room and then creep down toward the lower-right wall. Jump around this area until a crate and hidden chest appear, and then stand to the right of it and maneuver the other Mario until he is standing just to left of the Chest's shadow. The last step must be executed flawlessly: Press the D-pad toward the other Mario, and then press the B button to jump at the moment your Mario takes his first step. Now press the B button and collect the KerokeroCola.

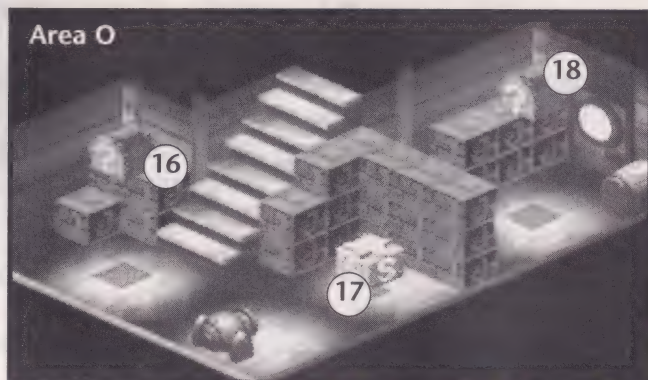


Area N

Don't collide with any of the three Dry Bones as you walk through the door. When the coast is clear, walk along the upper-left wall behind the green crates to a hidden chamber. Be forewarned: You'll probably have to battle a Dry Bones, but the prize is worth it.

Area O

The chest at the end of the room may look innocent enough, but it's a real butt-kicker—save your game before taking it on. If you defeat the Hidon (evil chest), you'll receive a Safety Badge that, when equipped, prevents poison and mute attacks. If you come back to this chest later, it yields coins.



Area P

You can see the Frog coins in the water in this room. However, you won't be able to reach them unless you go through Area Q, use the whirlpool to travel to the bottom, and then come back through the underwater door.

Area Q

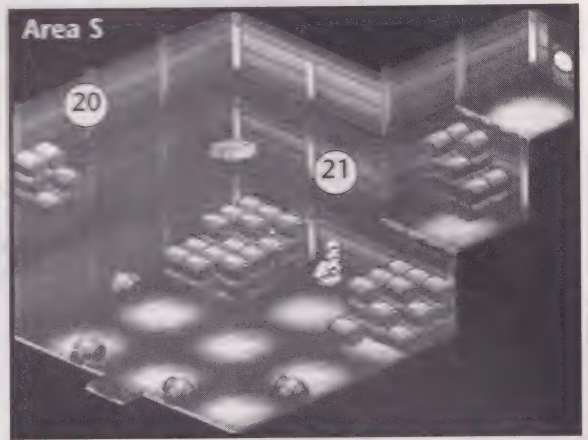
Jump into the water and use the whirlpool to reach the ocean floor. The passage in the lower-left corner leads to the Frog coins in Area P.

Area R

This is just a stairway full of battles with underwater creatures. It's difficult to get past all of the Zeostars, but it can be done if you jump and your timing's right.

Area S

There's a large Bloober and three tiny ones hovering together in this room. If you touch one, you must fight four battles—one after the other. Use Mallow and his lightning spell to get through them quickly. The bubbles in the pile of barrels at the top of the underwater room lift you to the surface. Swim to the left, and then jump out onto the barrels in the left corner to collect the Frog coin. Then, go back down underwater and walk behind the barrels in the upper-left corner to find a secret room with a "?" Chest.



Area T

Johnny's henchmen are surprised to see Mario. They tell him that whatever falls into the sea belongs to Johnny—Star or not. To make matters worse, they won't let Mario by.

Use Mallow's lightning spell to eliminate these guys in a single turn. They get frightened and run upstairs to talk to Johnny, leaving you time to go grab the mushroom out of the chest.

Area U

Another group of Johnny's henchmen think they're strong enough to take Mario on. After you've blown these nerds off, Johnny's straight through the door.

MINI-BOSS: JOHNNY JONES

Johnny isn't willing to give up that star—you're going to have to battle him for it! Don't get too concerned—he's actually a little easier than King Calamari.

He begins the fight with four henchmen who use a "Pierce" attack. This move is easily blocked by pressing the A button as they stab. Johnny also uses a Pierce attack that does a little more damage. When up against the wall, Johnny whips out a spell called "Get Tough" that ups his defense.





After battling for a while, Johnny decides he only wants to fight Mario. Your teammates step to the side, and two more of Johnny's henchmen step out to cheer him on. Once again, he attacks with the Pierce attack, except this time he also adds a new attack called a "Skewer" (a Pierce with more damage).

He also uses a few spells, such as Mega Drain and Diamond Saw. Eventually, Johnny gives up and proclaims that you did well, and should keep the Star as a souvenir of your fight. When you're ready, exit through the door in the upper-right.

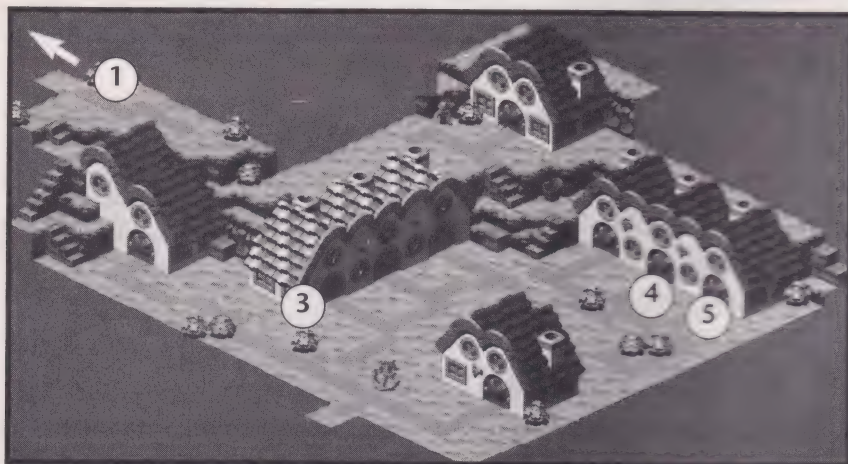
Area V



Use the spring in this room to get back out to the World Map. Now would be a good time to return to Sea, stock up on magic restoring and Pick Me Up potions, and Save your game.

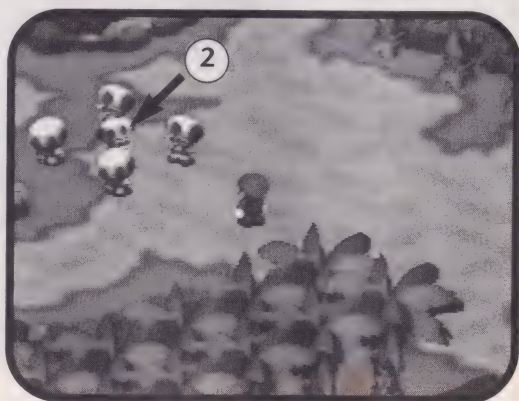
Back at Seaside Town

#:	Item:	Location:
1.	Key to locked door	In field to left of Seaside Town after Yaridovich is defeated
2.	Flower Jar	Town Elder gives this to Mario for saving the town from Yaridovich and for setting them free
3.	Beetle Box	Beetles Are Us
4.	Various Items	Mushroom Eatin' Fool's house
5.	Various Accessories	Accessory Shop



For some reason, the whole town meets Mario at the gate. They're pretty happy that you've brought back the Star, but for the wrong reasons. Apparently, the town elder isn't the town elder. He's Yaridovich, and he wants to impress his boss, Smithy, by stealing the Star and wiping Mario out! He asks Mario to hand over the Star. Mario can decline, but if he does, the real townspeople stand the chance of being seriously tickled. Better just hand over that Star.

They run off toward the field on the left, hoping to get a lift back to the castle, but apparently their ride is late. Johnny shows up to help out, but his henchmen believe that Mario should be the one to have the pleasure of taking Yaridovich down. Yaridovich then takes on his true form and the battle begins.



BOSS FIGHT: YARIDOVICH



This guy's pretty nasty. You should have either Mallow or the Princess heal everyone. Use Mario and your third character strictly for physical attacks.

Although Yaridovich is not magically resistant, he likes to throw spells like Water Blast, Willy Wisp, and Mirage Attack. During the Mirage Attack, he creates a double of himself. Both take damage, but one Yaridovich takes more damage than the other. Use a spell that attacks multiple enemies to see which of the two Yaridoviches takes more damage, and then attack!

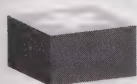
Yaridovich also has two physical attacks:

he either stabs with his spear (easy to block), or he throws a white misty form at you. These are not a problem, but the Water Blast and Willy Wisp spells are. You'll definitely want to keep your healer (Mallow or Princess) alive. Continue to use those Max Mushrooms and Pick Me Ups as necessary.

After the fight, you'll find a key that Yaridovich dropped. Take it to the locked house in the lower-left corner of town. All of the real Seaside Town people are very glad to see you, and the Town Elder gives you a Flower Jar. Now that the town has returned to normal, take a quick stroll around town to see what's new.



MINI GAME: BEETLE CHASE



If you decide to buy a Beetle Box at Beetles Are Us, you must return to Booster Hill to use it.

When you get there, Toad will be waiting for you, ready to give you instructions on how to collect those beetles. You can choose to listen or ignore him, and then the game begins.

Remember what you had to do to get Flowers while chasing after Booster? Well, it's the same thing all over again. The only difference is, when you get close to the beetle you are chasing, you actually have to jump up to catch it. Just wait until Mario is running directly below the beetle, then jump up to capture it. The more beetles you capture, the more money you'll get back from the guy at Beetles Are Us.



NOTE: Go after those golden beetles! You can use all the Frog coins you can get!



World 5

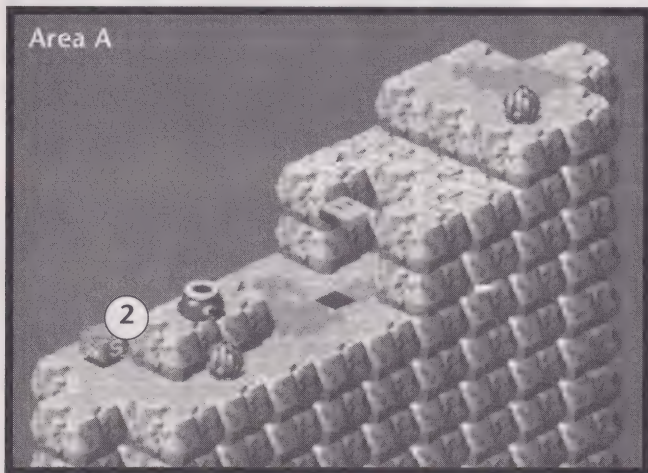
Land's End

#:	Item:	Location:
1.	Hidden "?" Chest #1	Area A
2.	Save Point	Area A
3.	Frog Coin	Area B, in "?" Chest #1
4.	KerokeroCola	Area B, in hidden "?" Chest #2
5.	Save Point	Area D
6.	Hidden "?" Chest #2	Area D

Overview

Land's End is your first destination in World 5. Although small, it's filled with secret items and new learning experiences. You've got a lot of searching to do, so get to it!

Area A



Area A

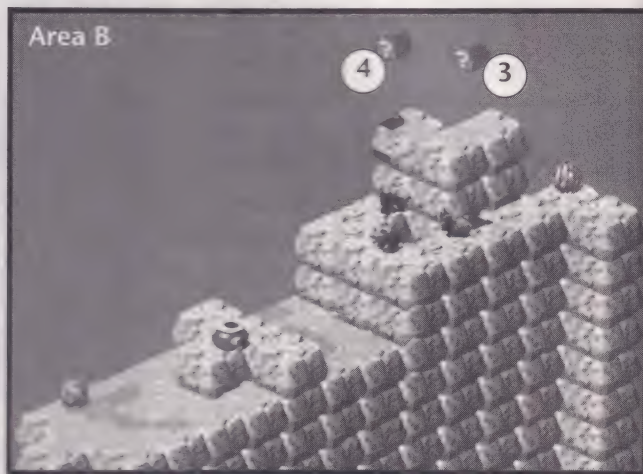
There is a hidden "?" Chest in this room! To get up to the northeast exit, jump into the cannon in the middle of the room and fire yourself by pressing the B button when it points toward the cliff.

Area B

You can't reach the cliff in this area by conventional methods, so jump into the cannon on the raised platform in the middle of the room. When the cannon points toward the cliff, press the B button to launch. If you land in the small pit, you'll knock a few Chows out of hiding. You can fight them or run away, but don't go until you find the hidden items.

First, stand in front of the pit (facing northeast) and jump up to expose a floating yellow platform. Then get back into the cannon and launch yourself so that you land on top of the yellow platform, which then begins to move, so hold on tight! As soon as you see the shadow of the platform drop below the shadow of the chest, jump up to open it. Before you jump back down, jump onto the V-shaped platform in the north corner of the room, and run to its west edge. Jump up to discover a hidden "?" Chest.

Area B



Area C

Watch for the jumping Geckits that constantly assault the cliffside. If one hits you, you're thrown into a fight. If you fall off the cliff, jump into the cannon in the southwest corner of the room and shoot yourself right back up.

Area D

Area D is filled with mad, buzzing Stingers and features what may be the closest Save Point to any other Save Point. You may be unable to avoid the Stingers as you jump from rotating flower to rotating flower, so be prepared to fight. Use the rotating flowers to reach the northeast exit—it takes you to the upper floor of Area E. Or, you can walk along the ground to the east exit to reach the bottom floor of Area E.

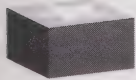


Area E

This area can be handled in a variety of ways. If you enter Area E from the upper floor of Area D, you'll appear on top of a cliff in the east corner of the room. You can use the bridge to get to the west corner of the room in two ways. First, you can jump from block to block normally, or, second, you can turn this process into a game by paying the Sky Bridge tollperson 5 coins. If you pay, a man will appear on the bottom floor (jump on his head to return to the top of the cliff).

There's also a cave entrance on the lower floor of this area that leads to a whole new world of wonders (see "Land's End Cave"). When you see a small cloud appear above the cave entrance, jump into the cave to begin your exploration. You can take the exit at the southern corner of the bottom floor to return to Area D.

Mini Game: Sky Bridge Crossing



This mini game isn't much of a game really, but you can win a few valuable prizes if you cross the bridge successfully. First, select which mode you'd like to play in. Here's a quick breakdown of the modes:

Normal: The same as crossing normally. You can't miss a jump in this mode.

Special: The same as Normal mode, except that standing on a block for too long causes the block (and you if you're still standing on it) to fall.

Expert: The same as Special mode, except that you can fall off the blocks. Basically, you regain the ability to jump wherever you please, but it requires more accuracy than the Easy or Normal modes. You should practice a few times before attempting this.

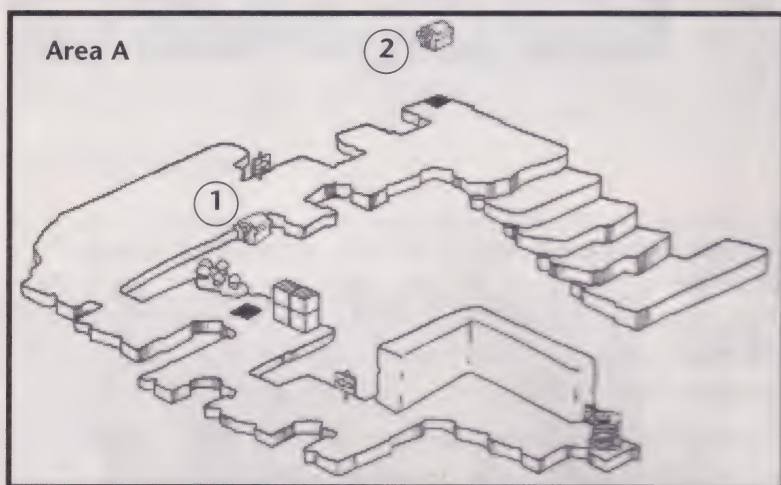
Regardless of the mode, the goal is to get to the other side of the bridge without falling or being knocked off by a Flying Bullet. When you make it to the other side, talk to the tollperson to receive your prize, or challenge the system and try to double your prize. If you choose to double your earnings, prepare yourself for faster bullets and more sensitive falling platforms. If you lose, don't say we didn't warn you!

Land's End Cave

#:	Item:	Location:
1.	Frog Coin	Area A, in "?" Chest #1 (middle of room)
2.	Frog Coin	Area A, in hidden "?" Chest #1 (north part of room)
3.	Mushroom	Area B, in "?" Chest #2 (near exit)
4.	Cricket Jam	Area B

Overview

The Land's End Cave connects Land's End to the Kero Sewers, and it's the only place you couldn't reach before! Finally, you can open the chest that has kept you sleepless for the last few nights.



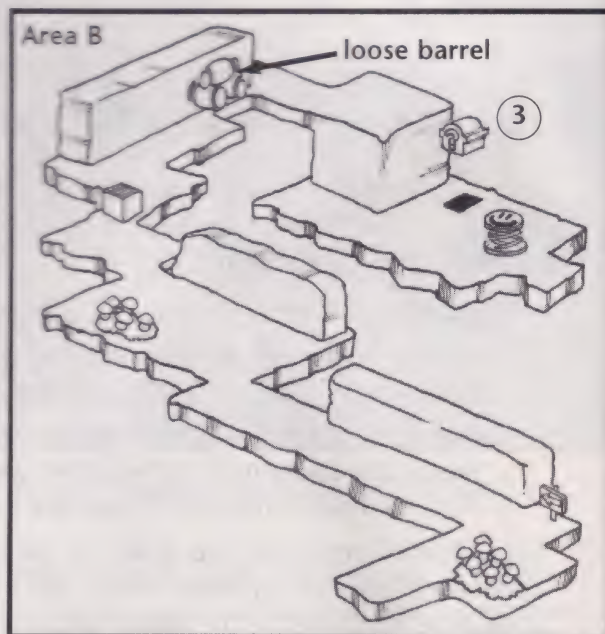
Area A

This is the cave's first room. Jump on the Spring in the southeast corner to return to Area D in Land's Way. There is a hidden "?" Chest in the northernmost section of the room.

Area B

Follow the arrow signs to the northwest corner of the room. Push the loose barrel down to the floor so you can easily later return to the upper floor. Open the "?" Chest near the northeast exit, and then jump onto the Large Spring. Suddenly, you're back in the Kero Sewer!

On top of that, you appear at the top of Area G, which until now was inaccessible. Jump across the stone structures to the "?" Chest and open it to find some Cricket Jam. Unless you want to travel the Kero Sewers again, carefully jump back to the pipe and go through it to return to the cave. After you leave the caves, make sure you give the Cricket Jam to your old pal, Frogfucius, for a tidy sum of cashola!



Land's End Desert

#:	Item:	Location:
1.	Save Point	Area A
2.	Save Point	Area F
3.	Invincibility	Area F, in "?" Chest #1 (south corner)
4.	Troopa Pin	Area F (see Area F for details)
5.	Save Point	Area G
6.	Invincibility	Area G, in Special "?" Chest #2
7.	Invincibility	Area J, in Special "?" Chest #1 (bought from Magician salesman)

Overview

The Land's End Desert connects to the underground passages that you need to explore to find Monstro Town, as the mouse in Area A tells you.

The desert has lots of whirlpools—inside some of them you'll see an ant. Try to get pulled into whirlpools where the ant has just been to advance one step closer to the underground path leading to Monstro Town. Also look out for a small, floating cloud. It seems interested in you, but shies away when you approach it.

Area A

The desert can be an unfriendly place, so remember to save your game here just in case things go bad later. When you talk to the mouse near the large Spring, he tells you how to get to Monstro Town.

Area E

Area E has two whirlpools. Follow the ant in the whirlpool to reach an underground tunnel that leads to Monstro Town.

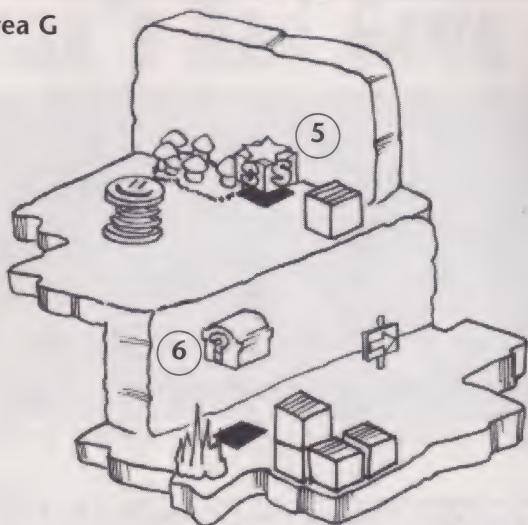
Area F

The Land's End Cliffs are normally unscalable, but with the help of the Koopa Troopas, you should have no trouble. To get the Koopa Troopas to appear, talk to Monsternama in Monstro Town. When you're ready to begin your ascent, jump on the back on the first Koopa. When he flies alongside the next Koopa, simply walk onto it. Repeat this pattern until you reach the top of the cliff. Of course, that's the easy way to do it.

If you're up to the challenge, try to get to the top of the cliff in under 12 seconds. It requires you to make some difficult jumps, but you can do it. If you do, you'll earn a Troopa Pin, and then five Frog coins for every successful attempt thereafter. (This is the *easiest* way to get Frog coins in the game!)



Area G



Area G

This is the first part of the underground path that leads to Monstro Town. You can return to Area E by jumping on the large Spring to the left of the Save Point. From this position, fall down to the floor below and follow the arrow sign; however, don't forget to open the "?" Chest in the southern corner of the room before leaving—there's an invincibility star inside! Take out the remaining characters in this room, and then run into Area H to find some more.

Area H

The only interesting thing about this area is its population of enemies—but don't try to fight them

one at a time. You should be able to take them all out using your invincibility from Area G, then follow the arrow sign and dash into Area I.

Area I

This room also has a large population of enemies who are ripe for the picking if you're still invincible. However, look for the hole in the middle of the floor. You must fall down the hole to advance, but take out as many enemies as possible before the invincibility wears off. When you're ready, drop down the hole to enter Area J.

Area J

This room is infested with Geckits! But you don't need to watch your step as carefully you might think. Well, not unless you don't have 400 coins to blow.

Jump over the crates in the northwest corner of the room, and talk to the Magician salesman. He has what sounds like a good offer: a "star" for 400

coins. Well, it's not the star you're probably thinking about, but it is an invincibility star. If you want a chance to gain a lot of experience for a small sum of money, shell out the gold, open the "?" Chest, and get ready to run. If you decide that you're too frugal to waste 400 coins on a simple invincibility star, step cautiously toward the exit.

If you *do* take him up on his offer, he doesn't disappear immediately. Return later on in the game and he'll charge you 800 coins to be invincible again. To return to Area I, jump on the large Spring and follow the arrow sign to the northeast. Now it's on to Belome Temple.

Area J



Belome Temple

#:	Item:	Location:
1.	Large Spring	Area A (takes you to Land's End Area E)
2.	5 Large Coins	"?" Chest #1, in Area B
3.	15 Large Coins	"?" Chest #2, in Area E (west side)
4.	Frog Coin	"?" Chest #3, in Area E (east side)
5.	Frog Coin	Hidden "?" Chest #1, in Area E (eastside)
6.	Frog Coin	Hidden "?" Chest #2, in Area E (middle)
7.	8 Frog Coins	Area G
8.	4 Flowers	Area G
9.	Fire Bomb	"I" Bag #1, in Area G (right)
10.	Royal Syrup	"I" Bag #2, in Area G (middle)
11.	Max Mushroom	"I" Bag #3, in Area G (left)

Overview

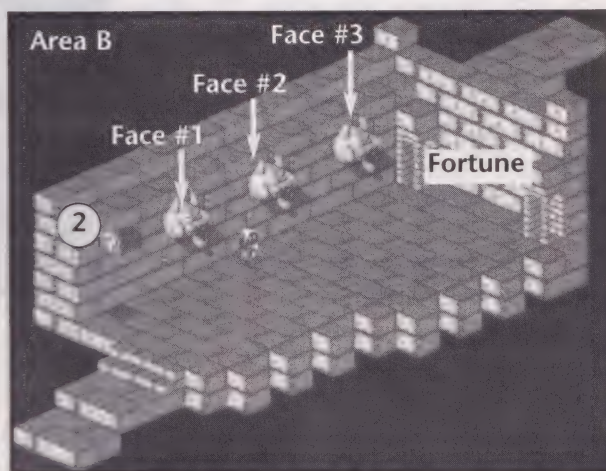
This area is connected directly to the Land's End Desert via the underground tunnel, but it's really a separate world unto itself. Remember Belome from the Kero Sewers? This is his temple and the place he returned to when you defeated him earlier. He's had time to recuperate and learn a few new tricks. Now you must go through him before you can get to Monstro Town.

Area A

This area serves mainly as a buffer between the underground passage of Land's End and the antechambers of Belome's Temple. However, if you have 100 coins to spare, you can buy the rights to the large Spring in the middle of the room. It will take you back to Area E of the Land's End Desert.

Area B

This is the first area in the game where you must pay money to advance. Speak to the Magician, who asks if you'd like your fortune told. You *must* say yes if you want to move forward. When you do, he instructs you to jump into the faces on the wall, in no particular order. The order in which you hit them actually matters, and will determine the layout of Area D. Read the chart below to see what you can get:



Order Activated:

- 1, 2, 3
- 1, 3, 2
- 2, 1, 3
- 2, 3, 1
- 3, 2, 1
- 3, 1, 2

Fortune:

- A Great Meal.
- Tasty Snacks
- Many Friends
- Good Things To Look Forward To
- Great Items
- Rare Items

Area C

This simple area contains only a pipe that leads to Area D.

Area D

This room changes based on your fortune. Read the chart below to see what you get in each room.

Fortune:

A Great Meal

Tasty Snacks

Many Friends

Good Things

To Look Forward To

Great Items

Rare Items

What You Get:

You'll find a "?" Chest in the middle of the room that holds a Mushroom.

You'll find a "?" Chest in the middle of the room that holds a Yoshi Cookie.

You'll find 3 Chows in the room, that you must fight to escape

You'll find a Shy Away patrolling the room that you must fight to escape.

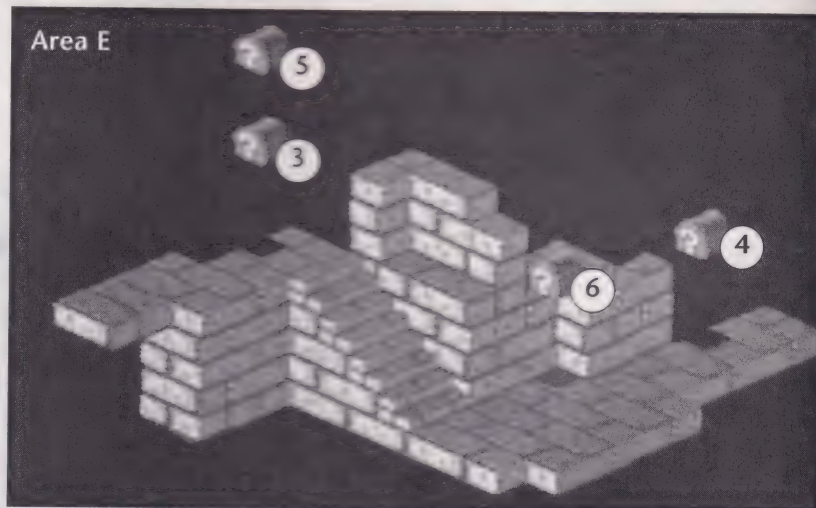
You'll find a "?" Chest in the middle of the room that holds 10 Large coins.

You'll find a "?" Chest in the middle of the room that holds a Frog coin.

After receiving your fortune, the door in the northeast will open, and a large Spring will appear. Luckily, you don't need to worry about getting flooded out like the last time.

Area E

Area E contains only two items of interest that you can see. The first is the "?" Chest near the east exit, and the other is the "?" Chest near the west exit. Both hold valuable items that you need. There are also two hidden "?" Chests in the room. The first is above the L-section of the wall just to the northeast of the bottom of the staircase. The other is located above the first "?" Chest in the east corner of the room. Jump onto the Chest from the highest ledge, and then jump again to expose it.



Area F

This room connects directly to Belome's Chambers and it also connects to Belome's Treasure Room; however, it has only one exit. It seems that your fortune determines how and when you can access either area. Jump into the face on the wall, and you receive one of two fortunes. Here's what each means:

Sorry, I'm not accepting visitors past my bedtime.

Yellow block leads to Area G.

Belome is sleeping and doesn't want to be bothered. If you ride the yellow platform now, you're taken to Belome's Treasure Room.

Mmm, I'm so hungry! Wish I has something to eat!

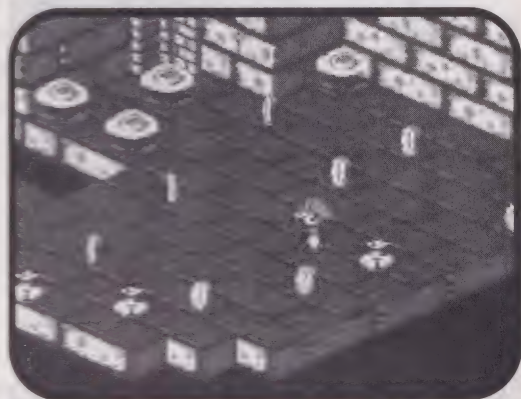
Yellow block leads to Area H.

Belome is awake and could use a snack. Of course, if you confront him, he'll mistake you for a meal. But fighting him is the only way to get into Monstro Town.

After collecting your fortune, jump onto the yellow block in the southeast corner of the room. When it reaches the floor, take the southeast exit to the room foretold by your fortune.

Area G

Belome's Treasure Room is filled with many valuable items, but the statue of Belome stands in your way. The only way to get past it is to give it the Temple Key, which is found only in Monstro Town (see Monstro Town, Overview). When you have the key, give it to the statue and it lets you pass freely. Take everything in the room, or at least as much as you can carry!



Area H

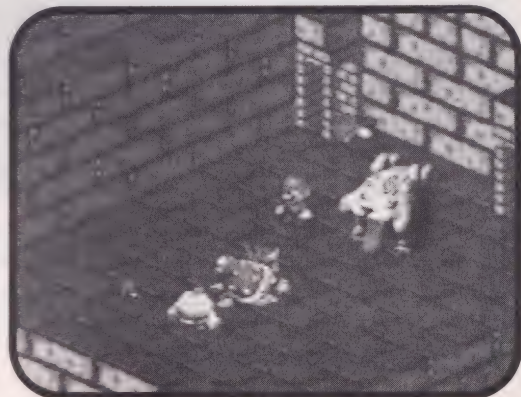
To move on, you must fight Belome. Simply touch him and he starts the fight for you.

Boss Fight: Belome



Belome may look the same as he did the last time you fought him, but he has a special trick up his sleeve. Instead of eating one of your party members and holding them captive, Belome now has the ability to clone anyone he eats! This is probably your strangest fight yet, because he can use your own strength against you!

There are a couple of different ways to approach this fight. One way suggests that you fight Belome and Belome only—in effect, ignoring the clones that he spits out. The other approach is to attack Belome whenever possible, but ignore him and go after the clones when they appear. Neither approach is necessarily better than the other, because leaving any enemy unchecked is very dangerous. However, it is safe to say that Belome's physical attacks are less potent than those of your clones.



Probably the best way to handle this fight is to combine the two schools of thought: Make one character attack only Belome, while the other two take out the clone before it has a chance to attack. This makes for a tedious fight, but your risk of being hurt is almost nil. If you stray from the pattern and get too caught up in fighting Belome, the clones may overwhelm you. If you find, however, that the clones are too powerful, use group attack spells (for example, Mallow's Thunderbolt, the Princess' Psych Bomb, or Bowser's Terrorize).



Another reason for keeping the clones in check is to avoid becoming overwhelmed by Belome. Unless you keep a constant barrage of attacks against him, you won't be able to defend against Belome's spells. In particular, watch out for his Light Beam that can put everyone to sleep! If there are already one or two clones and the Light Beam hits you, you might as well start the fight over.

It is possible to survive, but you're forced to watch your party get pummeled, and then you must reinforce yourself while they continue to attack. Basically, you don't want to get caught rebuilding your party during this fight. There are just

too many ways for Belome to hurt you, and you become very vulnerable if you're constantly healing yourself while he and his clones continue to break you down.

When Belome has had enough of a fight to make him hungry again, he takes off in search of more snacks.

When he's gone, a "!" Switch appears in Belome's old position. Jump on the Switch to open a large wooden door, and walk through it to get to Area I.

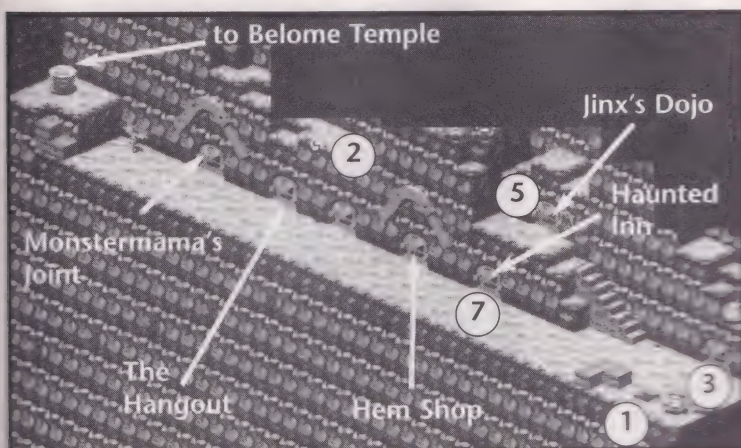


Area I

Area I has a pipe entrance in the northeast corner that leads to Monstro Town! The mouse tells you this, but you don't have to talk to him.

Monstro Town

#:	Item:	Location:
1.	Save Point	In the pit in the southeast corner of town
2.	Temple Key	Outside The Hangout (see "The Hangout" for more details)
3.	Frog Coin	Hidden "?" Chest, in Official Entrance (behind bush)
4.	Attack Scarf	Receive from the Chow in The Hangout after 30 Super Jumps
5.	Jinx Belt	Receive from Jinx after defeating him three times
6.	Special Mushroom	Buy from Goomba kids in the Item Shop
7.	Ghost Shield	Receive from the three spirits after collecting their flags
8.	Quartz Charm	Receive from Culex after defeating him



Overview

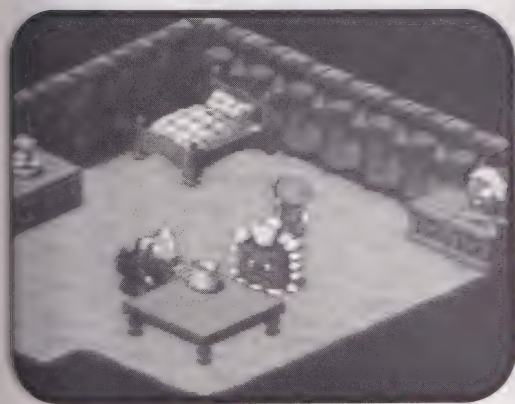
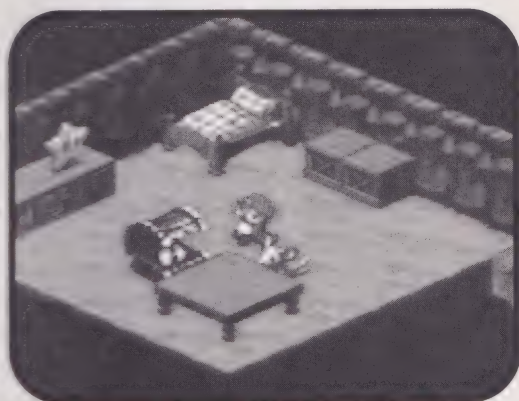
Monstro Town is one of the last places where you feet actually touch solid ground. The path to the next star leads you toward the skies. However, you can't get there on your own. You'll need a little help from some unexpected friends, so make sure you visit everyone in town. There isn't a lot of ground to cover, but Monstro Town is chock full o' fun stuff to do!

Monsternama's Joint

This place is home to Monsternama, the landlord of Monstro Town. If you want to go any further, you'll need connections and Monsternama has plenty. When you first talk to her, she tells you of a Star upstairs. Unfortunately, it's just a dancing Star, but she sure has talent!

You can also talk to the Pandorite chest, which tells you how many Surprise Chests you *haven't* found.

On your way out, talk to Monsternama again. This time, she figures out that you are looking for a more important star. She doesn't know its location, but she calls for the Koopa Troopas to help you find someone who does. They deploy themselves to the Land's End Cliffs and are waiting there for your arrival.



The Hangout

Here at The Hangout, you'll recognize a few of the more familiar monsters. The large Chow tells you the record number of consecutive Super Jumps you've used in battle. When you can jump at least 30 times in a row, come back, and the Chow gives you an Attack Scarf.

The monster you need to talk to is the Blockhead. Each time you chat with him, he pounds the ground with his mighty weight and shakes up the whole town! This is exactly what it takes to make the key fall off the cliff above The Hangout. Talk to him **seven** times, and then go outside to retrieve the Temple

Key. Now return to Belome Temple and get into the Treasure Room!

Impossible Battle

There is a door in Monstro Town that is locked; actually, it's magically sealed. To get inside, you need the Shiny Stone, which you can get from the young girl in Moleville after giving her some fireworks. After you get inside, you are confronted by Culex, a mystical individual from another dimension! He is just a passing stranger in this world, but before he leaves he'd like to test his skills against the strongest individuals in this world. Are you up to the toughest fight of all? Only Smithy is close to being as strong as Culex!

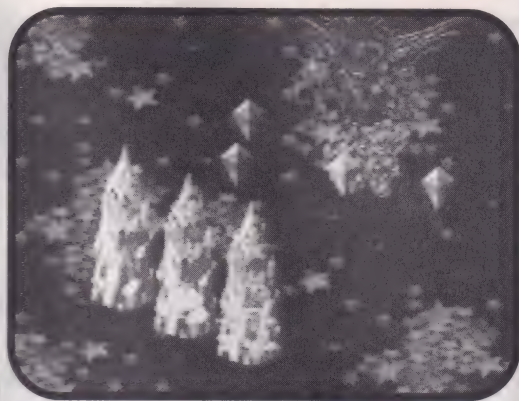
How to beat Culex

Culex is amazingly powerful and his Elemental Crystals are equally threatening. You'll find yourself overwhelmed at first, but you can win this fight. It is safe to say that you cannot beat Culex until your characters are 18th level or higher. The recommended party configuration is Mario, Princess Toadstool, and Geno. Bring several Royal Syrups or Honey Syrups; lots of KerokeroColas, Megalixirs or Elixirs; and at least four Pick Me Ups.

Also, the Princess should be equipped with a Trueform Pin in the event that Petal Blast is cast, in order for her to remain able to Group Hug and cure the status problems of the other members of the party. Geno should be equipped with the Amulet. It will increase his attack ability to an incredible level. Mario should be equipped with the Lazy Shell armor and weapon, and wear the Attack Scarf as an accessory. In this configuration, your party is armed to the teeth and ready for a serious brawl.

You're going to have to duke it out pretty hard to win this fight, but individual attacks will not be very effective, so take advantage of the group attack spells at your disposal. Mario's Ultra Jump is an extremely useful attack, because unlike his Ultra Flame, none of the targets in this fight is immune from it.

Also, Geno's Geno Blast and Geno Flash are very effective. The Princess is useful for two main reasons: Her Group Hug spell will fix up the whole party at once, and her Psych Bomb is a great attack spell when she isn't needed to patch everyone up. Remember, it's okay to skip a round of attacks if your party needs to be healed.



This is a very long fight, so you must stay at tip-top shape for the duration. Culex and his Elemental Crystals can cause upwards of 500 points of collective damage per round, so you have to be at full strength in case you get nailed especially hard. Keep restoring your magic points so you can always cast spells—they are the only way to stay in the fight when you are battling Culex and all four of the Elemental Crystals.

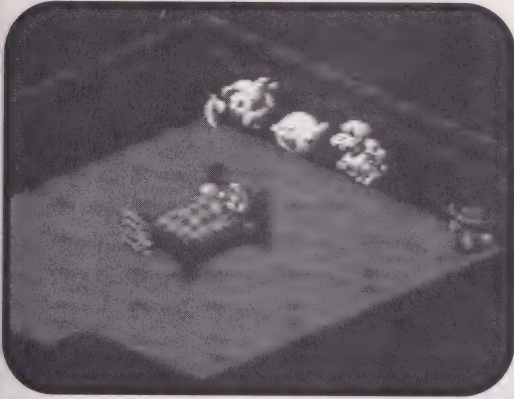
After you've narrowed the fight down a bit, you can use individual attacks to wear down the rest of your enemies. Your main target should be Culex, who has the most powerful spells and an insane physical attack. You won't even see him

move, so press the B button as soon as you notice a moment where no action takes place. If you get lucky, you might actually block the attack, or at least lessen the strength of the blow. The crystals have an incredible array of spells, each of which can cause massive damage. After Culex is destroyed, the fight will become far easier to complete. Pick off what remains of the Elemental Crystals, and you've won the fight!

Culex is so impressed with your performance, he just has to give you something to show his gratitude. You'll receive Culex's Quartz Charm, a mysterious item from another dimension.

Haunted Inn

You can sleep here for free, and it's strongly suggested that you do! Not only can you regenerate yourself to full strength, but you learn of some cool secrets as well.



It seems that the three spirits that haunt this room have a game of "Find the Flag" planned for you, and they provide some pretty broad hints on how to find them. If you can find them all, you'll get a fantastic prize known as a Ghost Medal! (See the inventory list.) The following are the clues the spirits give you and the actual locations of the treasures:

Greaper

Hint: I hid my flag... behind a wooden flower.

Location: Search the back of the Welcome sign in Rose Town.

The Big Boo

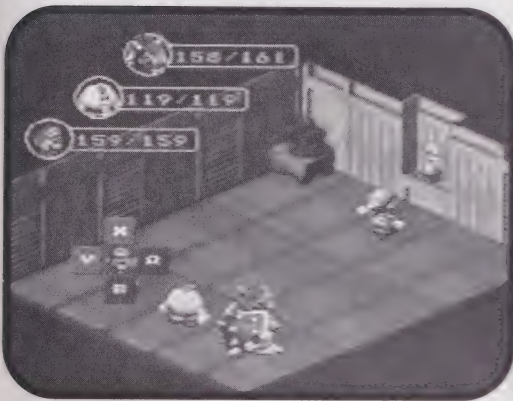
Hint: My flag's under a green bed.

Location: Search Mario's bed in the PipeHouse.

Dry Bones

Hint: You'll never guess my spot! It's between "O" and "A."

Location: Search between the letters "O" and "A" in the word "GOAL" at the northern portion of Yo'Ster's Island.



Jinx's Dojo

Some of the residents of Monstro Town are into self-defense, and they train at Jinx's Dojo. Jinx is the roughest, toughest fighter in town, and his powers may remind you of just how much better you must be to defeat Smithy.

First, you must beat Jinx's newest student, Jagger, a former Koopa Troopa who quit the force because he thought he couldn't beat Smithy. He hasn't been training very long, but he is still fairly powerful. After defeating Jagger, Jinx appears. Look how small he is! Don't laugh, though—as we've warned

you before, don't let an enemy's looks fool you! Jinx is the most

powerful adversary you've encountered thus far.

These fights are for fun, so if you lose you won't die. However, any items you use during the fight are not replaced at the end of the fight. It's up to you to figure out how to fight these battles for yourself. Just remember to bring plenty of Wake Up Pins with you!

You should fight Jinx after you've reached 18th or 19th level-fighting abilities. After you defeat Jinx three times, he crowns you the new master of the Dojo, and begins to implement your fighting style into his and Jagger's training regiment! Jinx even puts the letter of your first name on the entrance to the Dojo!

You've really come a long way if you can beat Jinx, so far in fact that he gives you his Belt as a way of thanking you for introducing him to such powerful fighting techniques. If you want your attack strength to increase tremendously, make sure to equip it right away!

Official Entrance

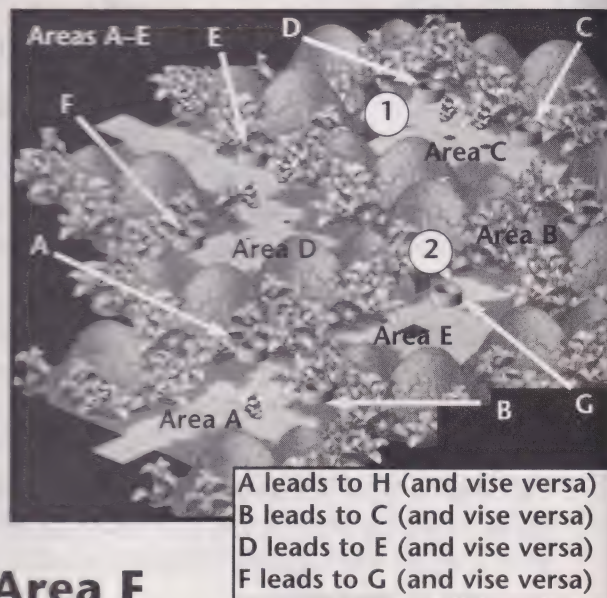
There is a hidden "?" Chest in this room. Stand directly behind the small bush and jump straight up to expose it.

Bean Valley

#:	Item:	Location:
1.	Frog Coin	Hidden "?" Chest #1, in Area C
2.	Flower	"?" Chest #1, in Area E
3.	Frog Coin	"?" Chest #2, in Area F-3
4.	Red Essence	Hidden "?" Chest #2, in Area F-3
5.	Frog Coin	Area F-3
6.	Frog Coin	"?" Chest #3, in Area F-3A
7.	Various Items	"?" Chests #4, 5, and 6, in the sub-areas of Area F
8.	KerokeroCola	Hidden "?" Chest #3, in Area F-5
9.	Seed	Area G, after defeating Smilax
10.	3 Large Coins	Area I
11.	Flower	"?" Chest #7, in Area J
12.	3 Large Coins	Area K
13.	Frog Coin	Area K
14.	Frog Coin	"?" Chest #8, in Area L
15.	Rare Scarf	"?" Chest #9, in Area L
16.	2 Flowers	"?" Chests #10 and 11, in Area M
17.	5 Large Coins	Area O
18.	Hot Springs	Area Q

Overview

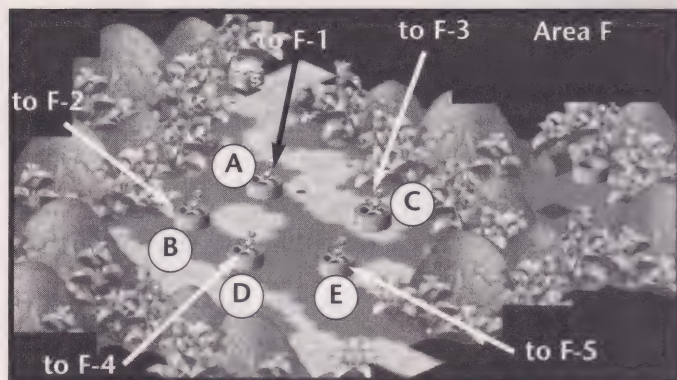
Bean Valley is your connection to the lands above the ground. It's more of a search-and-find area, so don't expect to find many individuals with which to interact. When you notice a transition occurring between the land and sky areas, you'll know you're closing in on your destination. Be ready to fight through lots of enemies on your way to Nimbus Land, the palace in the sky! There's a hidden "?" Chest in the westernmost corner of Area C and a "?" Chest in Area E.



Area F

This room has five pipes, each inhabited by a Piranha Plant. There is also a save point in the northern portion of the room. If you're feeling like treasure hunting, save your game now! If you watch carefully, you will notice that a Shy Away will fly around to each plant and water them,

making them grow into full-sized Piranha Plants. When each plant has grown to full size, you can attack it. If you defeat the Piranha Plant, you can enter the pipe that they inhabited and find many secret items! The five sub-areas of Area F are detailed on the following page.



Area F-1

This area may look like it has no purpose, but then why would it be here, hidden so well underground in such an out-of-the-way locale? This area holds the entrance to the Grate Guy Casino! To get in, you've got to be carrying a Bright Card. First, defeat the Chomp in the west portion of the room. Then, stand in the upper-west corner and jump. If you're standing in the right spot, you should hear a sound each time you jump. On the third jump, you'll expose a hidden platform. Jump on top of it, and follow the ledge above to the northwest to get to the Casino.

Area F-2

There is one "?" Chest in this area, but don't expect to get any specific item. Instead, when you hit the chest a small game begins. It's a "match game," and each time you hit the chest one of the rapidly switching symbols stops. Below is a list of what you can get.

Symbols:

3 identical

2 Stars

2 Flowers

2 Mushrooms

3 different

Prize:

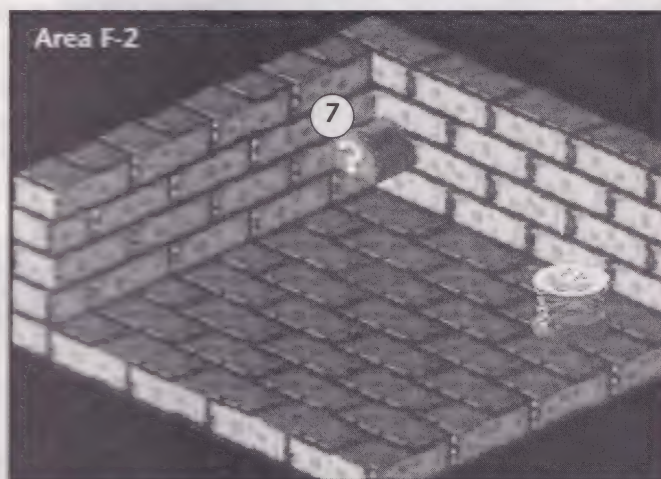
Frog Coin

Rock Candy

Flower

Mushroom

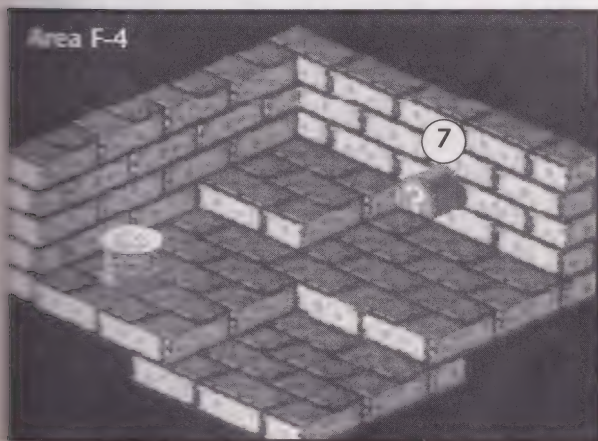
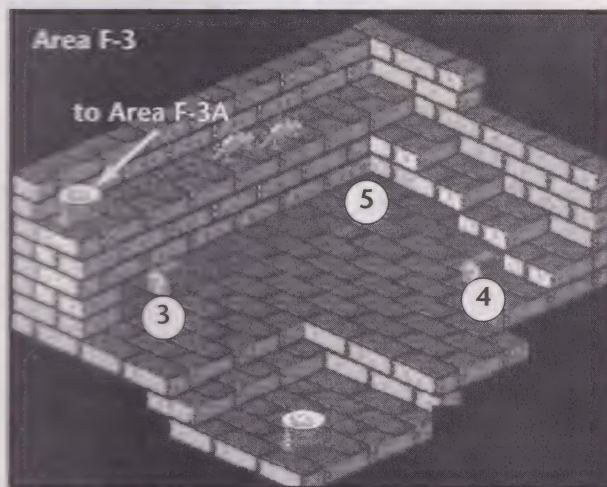
Box Boy fight



Jump on the large Spring to return to Area F.

Area F-3

There is plenty of treasure in here! First, open the "?" Chest on the middle tier to get a Frog Coin. Then proceed to the northernmost portion of the middle tier, directly below the stairs, and jump up to get another Frog Coin. Next, on the southeastern side of the middle tier, stand one square to the southwest of the eastmost square and jump up to reveal a hidden "?" Chest. Finally, jump onto the large Spring on the upper tier to get to Area F-3A. When you've taken it all, jump on the large Spring on the lowest tier to return to Area F.



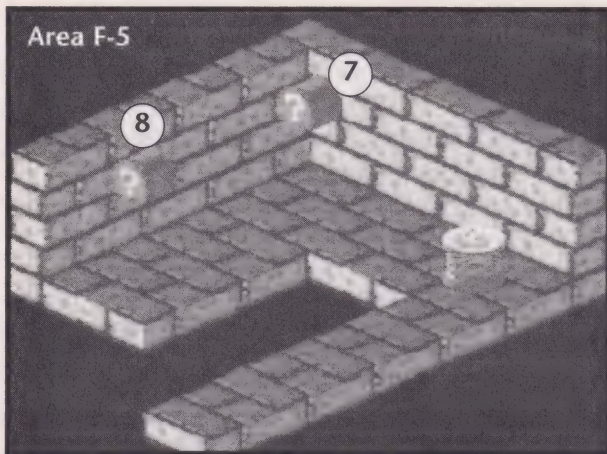
Area F-3A

This is an extension of Area F-3, only this area is just above ground. Open the "?" Chest to get another Frog coin, and enter the pipe to return to Area F-3.

Area F-4

This area contains another "?" Chest like the one in Area F-2. After you've opened it, use the Spring to return to Area F.

Area F-5



Area F-5

This area also contains a "?" Chest like the one in Area F-2. Open it, get your prize, and look for the hidden "?" Chest exactly five squares to the southwest. Exit to Area F by jumping on the large Spring.

Area G

Area G contains one pipe. When you first arrive, you'll notice that it's guarded by Smilax, a mutant Piranha Plant. If you want to use that pipe, you're must go through Smilax.

Mini-Boss Fight: Megasmilax

At first, Smilax is just like any other Piranha Plant. You won't notice any difference in the beginning, but after you destroy the first head, the Shy Away gardener flies by and waters Smilax, making it grow. The only problem is he's using recycled water, which must have been contaminated because now Smilax has two heads! Continue to fight, but watch out for Smilax's spells, like the Pollen Nap (which turns you into a Mushroom). Attack each head individually, or use group spells like Mallow's Thunderbolt to attack them all at once.



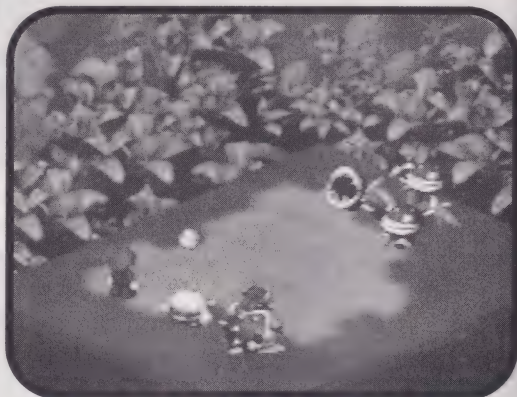
After you've destroyed both heads, Shy Away returns and waters Smilax again. Now it has three heads! Continue to fight like you were before, with group spells or individual attacks, and look for those nasty spells. Finally, after defeating all three heads, Shy Away comes by with a special new formula, and turns Smilax into a huge three-headed monster! Now is when the fight really begins!

Unless you're equipped with a Trueform Pin, prepare to get mushroomed when Megasmilax casts his Petal Blast. Also, look out for S'Crow Dust—it can turn you into a Scarecrow.

Megasmilax also has a Flame Wall spell and a bite attack—both can do considerable damage. If you see Megasmilax open its mouth, press the B button just to be safe. It may cast a spell, but if it doesn't, you've protected yourself from major damage.

It is possible for Megasmilax to run out of FPs, but if it has you've probably taken a serious beating and are hanging on by a string. If you come equipped with Trueform Pins, you should have no trouble withstanding the spells that cause you the most damage. When that threat is out of the way, you should be able to destroy Megasmilax without breaking a sweat.

Now that Megasmilax is destroyed, Shy Away realizes what kind of trouble he's in. It seems that Queen Valentina of Nimbus Land instructed Shy Away to keep people out of Nimbus Land, but now that Megasmilax is



gone, the pathway is wide open. As he runs away, he drops a package that lands in the northern portion of the room. You'll find that the package contains a Seed, so take it until you're ready to return to Rose Town (when you do so, give the Seed to the man with the large Planter). Right now, however, it's best to head toward Nimbus Land.

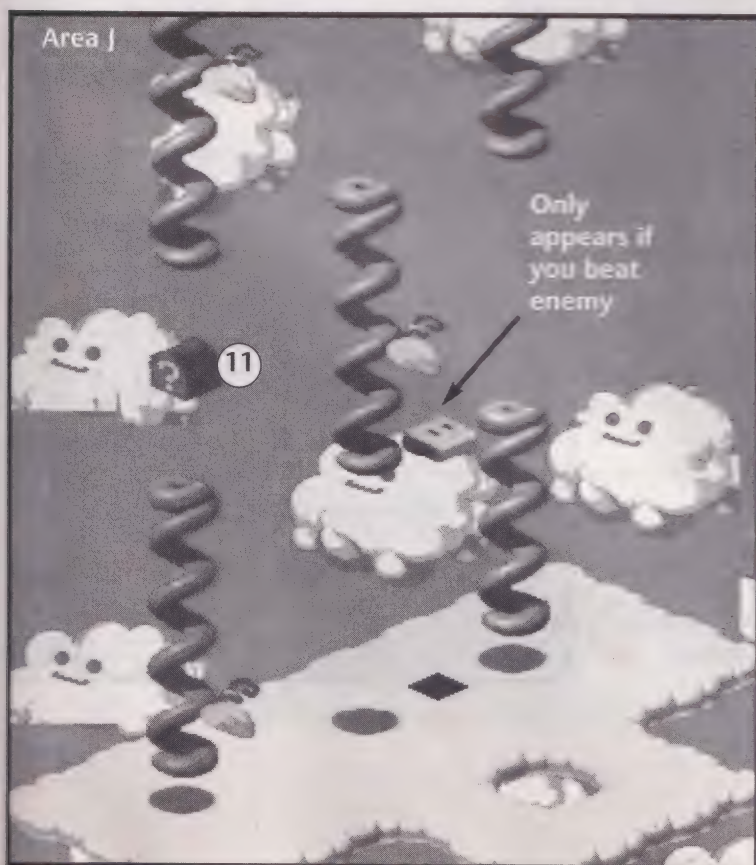
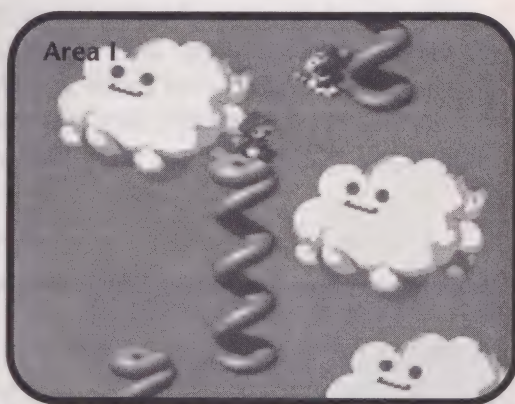
Area H

There is a red block in the middle of the room. Hit the block, and a magical beanstalk grows out of it! Hit the box again and Mario climbs the beanstalk.

Area I

Area I is the first cloudy area in Bean Valley. If you fall through the hole in the floor, you'll return to Area H. Read the sign on the vine in the southwest corner to learn how to navigate the vines. Climb up the green vine and prepare to jump to the yellow vine. The orientation of the vines may confuse you, so don't get frustrated if you fall.

At the top of the green vine, jump to the northeast to grab the yellow vine. The coins are slightly north of the vine, so you may need to go back to collect them. From the top of the yellow vine, jump to the northeast to grab the blue vine. There is a Frog coin between the yellow and blue vines, near the top of the blue one. Repeat the same jump sequence you performed to reach the coins between the green and yellow vines. When you've gotten all the coins, climb to the top of the vine.



Area J

This area has two main vines, a red one on the east side of the room and a yellow one on the west side of the room. Climb to the top of the red vine to open the "?" Chest. Jump down and climb to the top of the yellow vine. Jump to the southwest to grab the blue vine. If you can't make the jump, fight the Birdy flying between the vines. When you destroy it, a yellow platform appears between the vines, which you can use to make the jump a little easier.

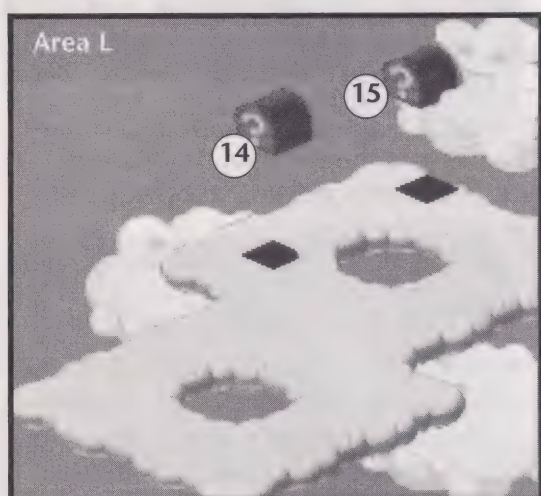
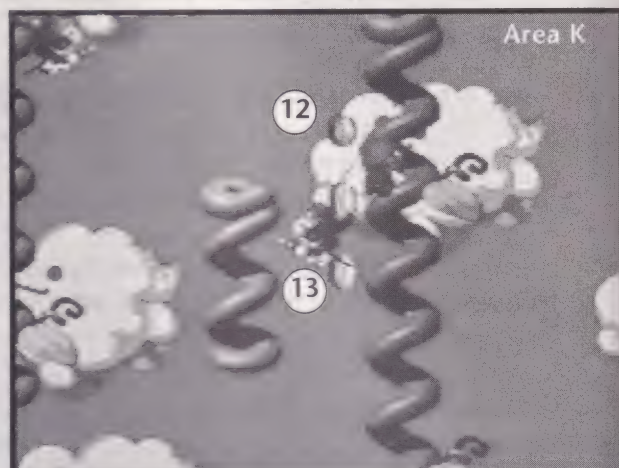
When you reach the blue vine, climb to the top. From the blue vine, jump to the northeast to reach the green vine, or jump to the southwest to reach the yellow vine. Regardless of which way you choose, you must stand on the edge of the blue vine to make a successful jump.

There are three large coins next to the green vine. The easiest way to collect them is to climb close to the top of the

vine, and then jump slightly to the north. As you fall, you can collect all three coins. If you're quick enough, you can angle back toward the vine on your way down and grab it before you fall to the ground. There is also a Frog coin next to the yellow vine. Again, partially climb up the vine, jump slightly to the north, fall, and then angle back toward the vine to grab it.

Area K

This area begins with one blue vine in the center of the room. Climb to the top and jump to the northwest to the red vine. There are three large coins and one Frog coin along the side of the red vine. Grab them, and then jump to the yellow vine. Jump straight up to expose a hidden yellow platform. Jump back to the red vine, climb to the top, jump to the southwest to land on the yellow platform, and then jump to the southwest again to grab the green vine.



Area L

Area L contains two "?" Chests. Open the chest in the northern corner of the room to collect a rare item, and then open the other chest. Fall down the southern hole to return to Area K. For even more surprises, fall down the northern hole to Area M.

Area M

This area contains two "?" Chests, each of which contains a Flower. Fall down the hole in the middle of the room to reach Area N.

Area N

When you enter Area N, you'll notice the two guards in the southeast corner. They are guarding Area Q, home of the amazing Hot Springs, which you cannot enter until Mallow becomes Prince Mallow. The large Spring takes you to Area P.



Area O

This area has four vines. First, jump onto the red vine. Jump to the southeast to grab the yellow vine, and then jump to the southeast again to grab the green vine. Stand on the edge of the green vine and jump to the northeast to grab the blue vine. There are five large coins along the side of the blue vine that can be reached by jumping slightly to the north.

Area P

This area connects Bean Valley to Nimbus Land. The Spring in the southeast corner returns you to the World Map, and the Spring in the northwest corner takes you to Nimbus Land. You can also fall down the holes in the floor.

Area Q

The Hot Springs are found here, and once inside you'll understand why they are restricted. Not only do the Hot Springs deserve to be preserved, but you can fall into the nearby Volcano by taking the east exit!

If you dive into the pool, you'll be cured of all of your ailments! You don't even need to sleep to regenerate yourself anymore.

GRATE GUY CASINO

#:	Item:	Location:
1.	Star Egg	Win from Grate Guy after winning in guessing game
2.	Various Items	Win from Grate Guy in guessing game



Overview

Grate Guy Casino is located in an extremely remote part of Bean Valley, in a very inconspicuous house. Inside, you'll find a place where you can try to increase your wealth by gambling your hard-earned coins. Don't expect to get rich. Just have fun! Also, talk to Grate Guy a few times, and he'll challenge you to a game of "Look the other way." If you can win this game enough times, Grate Guy will give you a very valuable item!



WORLD 6

NIMBUS LAND

#:	Item:	Location:
1.	Save Point	Inn
2.	Signal Ring	Receive from Croco after visiting him in the eastern house
3.	Royal Bus	Northwest portion of Nimbus Land (only operates after destroying the Axem Rangers at the Barrel Volcano)
4.	Frog coin	Hidden "?" Chest #1, in the Item Shop
5.	Fertilizer	Receive from Shy Away
6.	Invisible Platform	Southeast area of Nimbus Land, leads to Shy Away

Overview

Nimbus Land is a fantastic kingdom resting above the clouds. Oddly enough, all of the residents resemble Mallow. Just when you arrive, someone is calling a town meeting right in front of the castle. It seems that the King of Nimbus Land has fallen ill, and may not pull through. To serve in his stead, Queen Valentina introduces Prince Mallow—all hail the new prince!



Wait a second—that guy isn't Mallow! There isn't even a white patch on his body! Who is this impostor, and why is Valentina trying to snow the townspeople? You've got to get to the bottom of this right away! Unfortunately, Mallow is too dense to figure out that they're talking about him. Don't say anything, just go along with it for now. You know that Mallow must be returned to his rightful status, and Valentina and her impostor prince must be brought to justice. The only way to solve the problem is to find the rightful rulers of Nimbus Town, the real King and Queen.

After you've saved the kingdom, enter the house directly to the southeast of the castle. Croco is in the room! Talk to him, and he'll tell you of his plans to hunt for hidden treasure. Being the hasty and impulsive individual that makes him who he is, Croco bumps into the wall on his way out and drops his Signal Ring. It looks like this is your lucky day! Also, now that Mallow is a Prince, make sure to visit Area G of Bean Valley, right on the outskirts of Nimbus Land (see Area S of Nimbus Castle for a shortcut).

Item Shop

This is pretty much like any other Item Shop you'll enter, but it's also home to a hidden "?" Chest. Stand on top of the tallest, northmost boxes in the room, and jump straight up to get a Frog coin.

NIMBUS CASTLE

#:	Item:	Location:
1.	Save Point	Area C
2.	Feather	Area C, after finishing Dodo Dodge Mini-Game
3.	Flower	"?" Chest #1, on bottom floor of Area F
4.	Flower	"?" Chest #2, in northwest corner of Area G
5.	KerokeroCola	Hidden "?" Chest #1, in black area in Area I
6.	Flower Jar	Get from blue-coated townsperson in Area J
7.	Castle Key 1	Get from townsperson in east corner of Area J
8.	Castle Key 2	Receive after defeating Birdo in Area K
9.	Flower	"?" Chest #3, in northeast corner of Area L
10.	Mushroom	"?" Chest #4, in middle of Area V
11.	Save Point	Area P
12.	Invincibility	"?" Chest #5, in Area Q (before defeating Valentina)
13.	Flower	"?" Chest #5, in Area Q (after defeating Valentina)
14.	Flower Jar	Receive from Guard in Area T (after defeating Valentina)

Overview

The castle has been virtually taken over by Valentina, so getting inside is no easy task. Make your way to the statue maker in Garro's house in the northern area of town, and the truth will finally be revealed to Mallow. He really is the prince! You can't just barge into the castle, but Garro will find an ingenious way to get you inside. Once you're in, you've got to make your way to Queen Valentina and her impostor prince to usurp their ill-begotten power. But be ready for a fight. Valentina won't go peacefully, and she has hired a small army of guards to keep intruders from getting too nosy. Remember, the guards are everywhere, so be on the lookout for the guards who disguise themselves as statues.

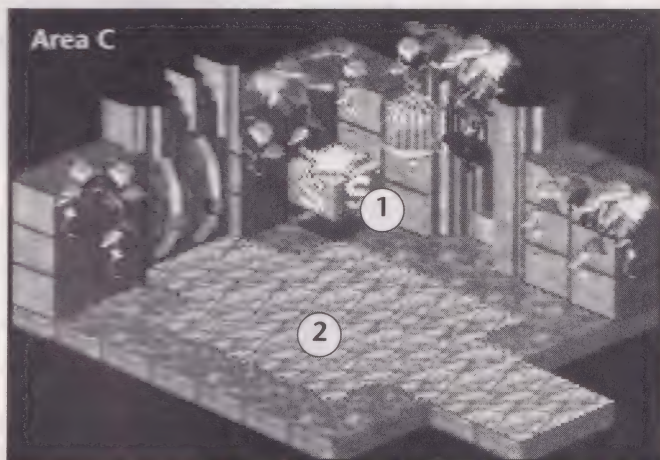
Area A

This is first hallway in Nimbus Castle. There isn't much of interest here, except for a bunch of statues of the incredibly tacky Valentina. After pulling the wool over Valentina's eyes, Dodo, the fake prince, will tote you into Area B.

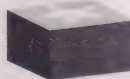
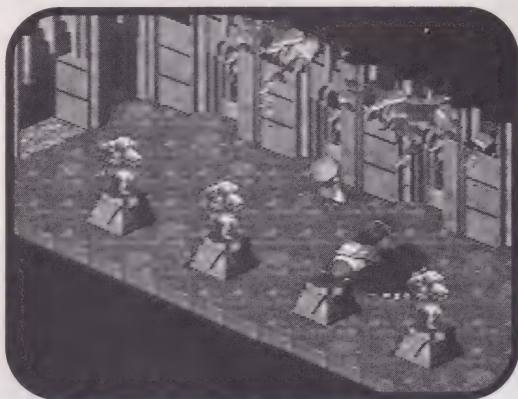
Area C

The first time you try to take the northwest exit, Valentina calls upon Dodo. She wants to make sure that the statues are displayed properly, but Dodo doesn't want to be bothered. You must dodge the wrath of Dodo, or risk being discovered! (see MINI-GAME: DODO DODGE.)

After you complete the game, return to this area and you will find a Feather on the ground. Dodo's litter is your next cool accessory, so pick it up and put it on! Don't forget to save your game again before moving on.



MINI-GAME: DODO DODGE



This is probably the shortest Mini-Game you'll play. Basically, Dodo has to vent his anger, so he's decided to take it out on the statues. Don't let

Dodo peck you more than twice, or you'll have to fight him. He takes three steps toward each statue, turns toward it, and then pecks it. There is a rhythm to his movements, and it doesn't change. You've got to be able to anticipate the peck—it comes at the same time as his fourth step would (if he took four steps). The delay between steps is approximately one second, but you're going to have to get a feel for the rhythm on your own. If you can't keep the rhythm up, just try to jump when you see Dodo pull his head back.

After you dodge the second attack, Dodo senses something strange and quickly runs over to try to peck you again. There is no rhythm to this one, so just be ready to jump about one second after he runs over from the statue to your left. The next peck is a fake, because Dodo is trying to see if you'll give yourself away. You don't have to jump, but it won't hurt if you do. Now Dodo is really suspicious. It looks like he leaves the room, but then he runs around behind you and quickly comes back. You'll see him run in place for a second, and then he'll try to peck you. Just jump about one second after he appears in front of you, and you should avoid it. Finally, Dodo leaves the room. Now that you've passed that test, it's time to get down to business. Get out of here and find Mallow's parents!

Area D

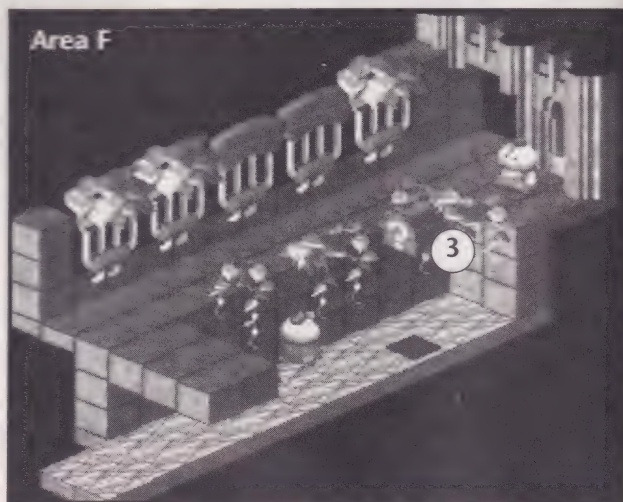
The first time you enter this room, some of Valentina's guards will poke at you, not knowing that you're really real. Fortunately, they're dumb enough to think that you're just an animatronic statue, so you don't have to worry about being so discrete anymore. After you've been poked, you'll return to your normal colors.

Area E

If you're having trouble getting to the northern exit, walk against the east wall. You may go slow, but you won't be blown back as easily or as far as you would if you walked in the middle of the room. You can take the exit without fighting the Pinwheel causing the gusty breezes, but you may want to take him out just so you don't have to fool around later on.

Area F

Be sure to open the "?" Chest in the middle of the room on the bottom floor.





Area G

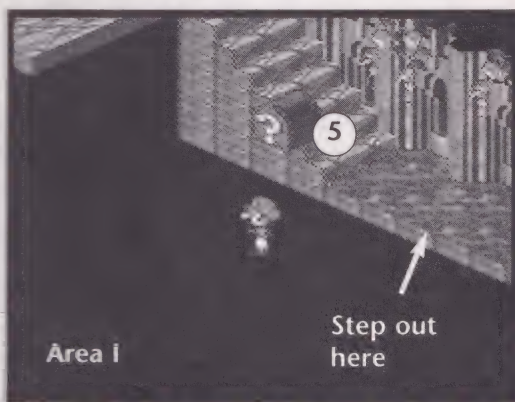
Area G

There's a "?" Chest in the northmost corner of this room.

Area I

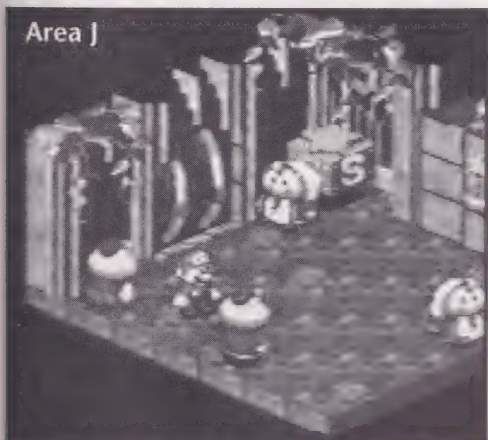
The west exit leads to Area H, and the east exit leads to Area J (you'll have to take out the Forkie guard first). This room is the home of the most well-hidden "?" Chest in the game. Walk along the southern wall at the base of the stairs until you walk off of the blue floor. You should see

yourself walking into the black area to the south of the blue floor! Follow it around until you are standing in the east-most corner of the black area, then jump up to expose a hidden "?" Chest!



Area I

Step out here



Area J

Area J

Talk to the townspeople in this room to learn more about Nimbus Land and Valentina. If you talk to the blue-coated townspeople, you'll get a nice gift! You can also get Castle Key 1 from the man in the east corner of the room, who used to be the guard until Valentina kicked him off the force.

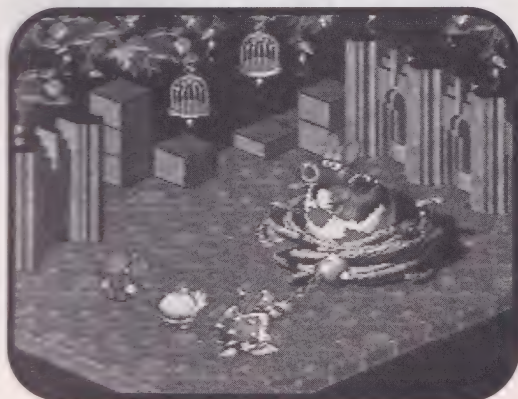
Area K

Shy Away has returned to Valentina's castle, and is nursing a large egg. You can't confront Shy Away, but if you talk to the egg, it'll ask you if you want to play. If you accept, be prepared for more than just a simple game. This egg wants to fight!

MINI-BOSS FIGHT: SHELLY (BIRDO)

Shelly is just an egg now, but the monster inside is already anxious to start chaos! To get the real fight going, you have to break open the egg shell. Keep attacking it until it opens up, and Birdo will appear. Now you're ready to rumble! Birdo may just be a hatchling, but she's powerful enough to knock you out if you aren't careful.

Birdo is a pretty tough customer, and your normal attacks will only do about 1/3 of the damage that they normally do. Part of that shell is still protecting her, but you can't do anything about it except to keep attacking. Birdo's main attack is her triple egg-spit, which can do massive damage.



When she closes her eyes and leans her head back, get ready to block 'cause some eggs will be flying your way!

Be ready for the hard egg-spit when Birdo tells you that it's her turn and says "Get it while it's hot!" She'll only spit one egg, but can hurt you worse than her triple egg-spit. She won't bother to warn you next time, so expect the worse in the future when she attacks. Don't bother using magic attacks, because none of them affect her. The flip-side of that is the fact that Birdo can't cast spells, so all you have to worry about is grinding out a tough, physical fight. If your defense is good, it won't be very long before Birdo bites the dust.

After the fight is over, Birdo throws out Castle Key 2, which opens the door to the northeast. Unlock it and you can proceed to Area L. After you kick Valentina out of the castle, the King will convert this room back into his personal gallery. Come by to see the members of the party immortalized in sculpture!

Area L

You don't have to destroy the Forkie guarding the northeast exit, but unless your timing is great, you won't be able to avoid him. Unlike the Forkie guard, you must destroy the Pinwheel on the west side of the upper floor if you want to reach the northeast exit without being blown down to the bottom floor. If you fall, make sure to open the "?" Chests in the northeast corner.

Area M

Read the note on the east door. Mallow learns that his parents must be locked up behind the door, but doesn't want Koopa to break down the door for fear of scaring his father. Instead, he wants to confront Valentina alone, and force her to come clean! Suddenly, Shy Away appears, calling out Valentina's name. He's not interested in you, but he may lead you directly to the Queen.

Area N

You cannot get to the door leading to Area O until you defeat the Heavy Troopa guard.

Area O

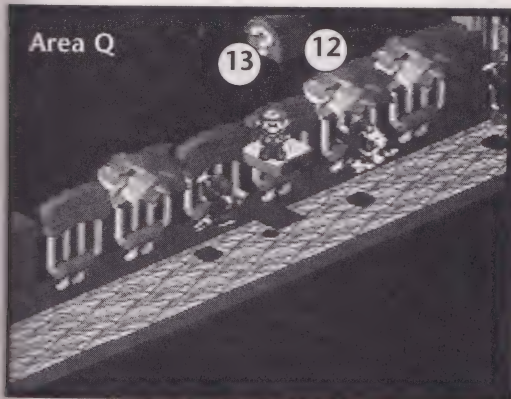
Upon first entering this room, you'll eavesdrop on a conversation between Shy Away and Queen Valentina. It seems that Shy Away has noticed you after all, and has come to tell Valentina of your presence. Without even knowing that you're in the room, Valentina reveals that she has the key that will free Mallow's parents. Suddenly, she notices you. Mallow demands that Valentina hand over the key, but she's not so willing to give up the throne. She runs into Area P, followed by Shy Away and Dodo. Hurry up and go after them before they get away!



Area P

Don't forget to use the Save Point in this room before continuing your search for Valentina and friends, or you might have to start all over again.

Area Q



Area Q

There is a "?" Chest high above the floor in the middle of this room. To get to it, stand in the shadow directly below the chest and jump up to expose a floating yellow platform. Jump on it, and jump up again to open the chest to become invincible! As soon as you land, eliminate all of the enemies in the room, then quickly run to the northeast to bump off more enemies in Area R. If you return to this area after kicking Valentina out of the castle, the "?" Chest will remain in the room, with a different item inside. Just repeat the steps that it took to open it the last time.

Area R

If you're quick enough, you can knock out all of the enemies in this room, including Dodo, while still invincible from Area Q.

Area S

This trick area has been designed to lure the unwary and unwanted out of the castle, and is a one-way path out. If you enter this room, you'll fall all the way back to Area N, between Nimbus Land and Bean Valley. Don't worry, though, because it will all work out for the best. Just jump on the large Spring in Area N, and you'll return to the front of Nimbus Castle. After Valentina has been defeated, you can use this as a shortcut to the Hot Springs.

Valentina thinks you have been thrown off-track long enough for her to escape, but because of her own deceit, the townspeople have managed to detain her with their curiosity about the real King and Queen. When you return, Valentina has nowhere to hide. Mario bravely decides to confront her now before she gets away!

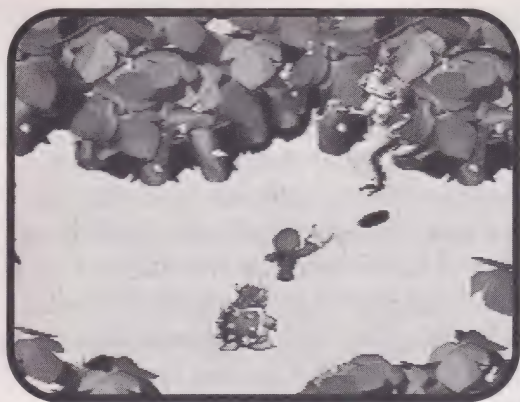
BOSS Fight: VALENTINA AND DODO

This is a unique fight, mainly because it progresses in three distinct stages. At the beginning of the fight, Valentina calls Dodo, who decides that the best way to protect Valentina is to carry off Mallow and fight him alone. However, Mallow is no wimp, and is strong enough to protect himself now.

Dodo is a complete brute. He mainly uses physical attacks against you, and he's strong enough to do major damage. His regular pecks are annoying, but his Multistrike is just plain outrageous! If you can't defend yourself against these attacks, be prepared to waste more than a couple of rounds healing yourself.



Healing yourself can also be a problem, because Dodo's Flutter Hush acts as a Mute spell. If you don't have some Able Juice handy, you won't be able to cast spells until the effect wears off, so either come equipped with a Wakeup Pin, or hope you have a few extra Mushrooms or Elixirs in your inventory.



After beating him up enough, Dodo will fly back to Valentina. Mallow will automatically follow him, and the game will switch to the fight between Valentina and the rest of the party.

Valentina has a few powerful spells in her arsenal including Crystal, Diamond Saw, Petal Blast, and Solidify. You should have the party equipped with Trueform Pins, just in case Valentina casts Petal Blast on you. It's up to Mario and your other party member to hold her off until Mallow can return and join the fight again.

In the meantime, just go after Valentina with your powerful physical attacks. Valentina can also physically attack you, but she's not strong enough to do any major damage. Get ready to block when you see her swing her left arm. After a few rounds, Dodo will return, battered and beaten. Valentina commands him to fight at her side, and Mallow returns to the fight. Now it's time to combine your powers and give them the boot!

You'll have to contend with both Valentina's magic spells and Dodo's brute force attacks, so it's hard to decide who to go after first. It is best to defeat Valentina first, though, because Dodo's physical attacks aren't as potent as Valentina's magic attacks. Just keep bashing Valentina. She takes slightly more damage from physical attacks than Dodo does, but be prepared to be pummeled by Dodo's punishing physical attacks. As long as you can keep the party healthy, you should be able to grind out another victory.



Realizing that they are no match for your powers, and knowing that nobody in Nimbus Land would be willing to defend them, Dodo and Valentina take to the skies to escape.

Note: If you're ever curious about just what happens to Valentina, visit the balcony of Booster's Castle.

Knowing that Valentina still has the key, Mallow suggests that you go after her. A few seconds later, Mallow gets the hint that the key is somewhere nearby!

Before you leave, Mallow's mom tells you to look up Hinopio on your search for the next star when you reach the Volcano. Remember her advice, and get ready to move on to the Barrel Volcano!

Area T

This is the chamber where the King and Queen were being held, and is now occupied by some of the King's servants. The servant in the green pants is the same person that gave you the first Castle Key. Talk to him, and he'll give you a present.

Area V

Feel free to open the "?" Chest in the middle of the room, but if you haven't booted Valentina yet, look out for the guard disguised as a statue right next to the chest.

BARREL VOLCANO

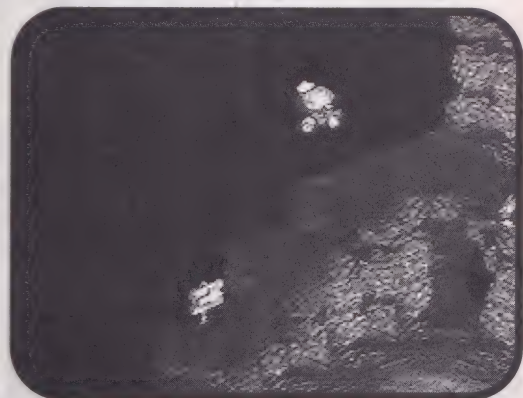
#:	Item:	Location:
1.	2 Flowers	"?" Chests #1 and 2, in Area C
2.	Flower	"?" Chest #3, in Area E (near east exit)
3.	10 Large Coins	"?" Chest #4, in Area E (in northmost portion of room)
4.	Invincibility Star	"?" Chest #5, in Area F
5.	Frog Coin	Above lava pit in southeastern portion of Area I
6.	Frog Coin	Above cliff in northeastern portion of Area J
7.	2 Frog Coins	Area K (see Area K for more details)
8.	Flower	"?" Chest #6, in Area M
9.	Save Point	Area M
10.	Frog Coin	"?" Chest #7, in Area M
11.	10 Large Coins	"?" Chest #8, in Area Q
12.	Hino Mart	Area R
13.	Save Point	Area S
14.	6th Star (first time)	Area V
15.	Large Spring	Area BB
16.	6th Star (second time)	Volcano Mouth (after defeating the Axem Rangers)

Overview

You were warned that you might fall into the volcano, but it really isn't as dangerous for you as the guards made it out to be. Besides, the sixth Star Piece is hidden around here somewhere, and you've got to find it before you can confront Smithy.

Area B

You'll find two exits from this room. The southeast exit can be found by jumping across the solid blocks in the lava pit in the southern part of the room. To get to Area D, follow the arrow sign in the east corner of the room up to the top of the cliff, then follow the arrow sign to the northwest exit.



Area C

There are two "?" Chests here, both of which are yours for the taking. Beware of the jumping flames. They may look harmless from a distance, but they can jump toward you. If you touch one, you'll be forced to fight it.

Area F

There is a "?" Chest in this room which contains an Invincibility Star. As soon as you open the chest, run into walking rock, and quickly take the southeast exit to go after more enemies.



Area G

There are a few more enemies in this area that Mario can easily knock off if he is still invincible. If you are incredibly fast, you can advance into Area H and take out a few more enemies, but be prepared for the invincibility to wear off at just the wrong time.

Area H

There are a couple of fast-moving skeletons in this area, but you can take them out before they have a chance to fight if you can reach this area before your invincibility wears off.

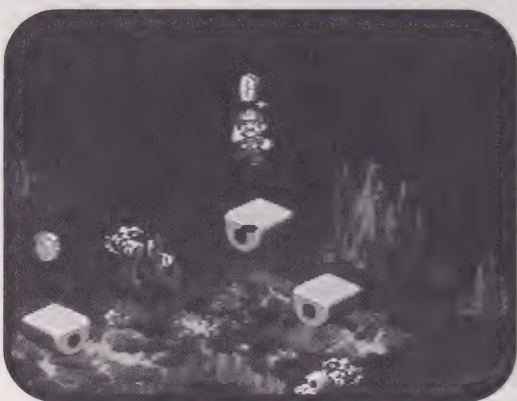
Area I

To get the Frog coin above the lava in the southeastern portion of the room, stand in the south corner of the first V-shaped section of floor, and jump to the southeast. You'll land in the lava, but you'll grab the coin before you return to solid ground.



Area J

Make your way across the lava by jumping from platform to platform, being careful to avoid the jumping flames. If one of them touches you, you'll get into a fight. To reach the Frog coin in the northeastern portion of the room, walk directly to the south of the southeast corner of the platform in front of the northeast exit. You'll jump up onto the ledge above the northeast exit where you can easily grab the coin.



Area K

You can avoid the skeletons altogether by jumping across the blocks above the lava pit. There are two Frog coins in this area that you can collect on your way across the blocks. The first Frog coin is located directly above the highest block, and the second Frog coin is located above the block directly to the southwest of the highest block. It is not possible to make the jump to the southwest block from the highest block, so you must stand directly to the north of the Frog coin and jump toward the southwest block. You'll collect the coin and land safely on the block.

Area L

You don't have to fight the Stumpet monster on the cliff, but you'll have to avoid all of the rocks he spits out if you do.

Area M

There is a "?" Chest in this room, right above the stairs leading to the upper tier of the room. There's another one in the northern portion of the upper floor. You'll also find a Save Point.

Area O

You can avoid the Corkpedite monster on the upper tier, but it might be easier to just destroy it outright.

Area P

You cannot avoid the fight with the Corkpedite monster in the middle of the room, so don't waste time trying to tiptoe around it.



Area Q

There is a "?" Chest in the west corner of the upper tier. When you arrive in this room for the first time, you will notice someone standing in the north exit. When you talk to him, you'll find out that he is Hinopio, the person that the Queen told you to seek out! He'll take you into his Shop, in Area R.

Area R

This area is home to Hinopio's Shop, which is actually three shops in one! Just move from counter to counter, and Hinopio will follow you. Talk to him in front of each counter to access the different stores. There is an Item Shop, an Inn, and an Armor Shop.



Area T

If you touch a fireball, you'll have to fight it before you can move on. However, if you defeat any of the fireballs in the room, they won't return until you exit and return to the volcano.

Area U

The southwest exit leads to Area T, and the northeast exit (which only opens up after defeating the Czar Dragon) leads to Area V. This area is home to the dreaded Czar Dragon, one

of the more powerful adversaries you'll go up against. He's a crafty character, so get ready for an all-out brawl!

BOSS Fight:

CZAR DRAGON (ZOMBONE)

The Czar Dragon is actually a composite of several fireball enemies, whose total strength is greater than the sum of its parts. The Czar Dragon has both physical and magical attacks, so be ready for anything. When the Czar Dragon approaches you and rises up, get ready to defend about one second later with the B button.



The Czar Dragon can also cast the following spells: Iron Maiden (weaken), Flame Wall, and Water Blast. Most of his spells are group attack spells, so it might be a good idea to include the Princess in this fight and take advantage of her group healing spells. Otherwise, bring along a few Elixirs for those times when the entire party needs a boost.

After three or four rounds, the Czar Dragon will raise four small fireballs that are much deadlier than their size would imply. The best way to destroy these and also hurt the Czar Dragon is to cast Mallow's Snowy spell. Of course, if Mallow isn't in your party for this fight, that isn't an option.

The alternative is to select any other group attack spell, but the Snowy spell is the most effective one. You must destroy the small fireballs before they have an opportunity to launch themselves at you. They are very potent, so unless your defense is perfect, you'd better be prepared to take a lot of damage.

If you find that you are taking too much damage when the Czar Dragon hits you, you might want to invest in some Boosters at Hinopio's Shop to increase your defensive capabilities. You can also get the fight over faster if you use Energizers—they will push your physical attack abilities to their maximum limit. After pouring out enough punishment, the Czar Dragon will fall. But the fight isn't over! The undead skeleton of the Czar Dragon, Zombone, rises from the flames, and continues to fight!

Now you're really in trouble, because Zombone is much tougher than its scale-and-bone counterpart. Fortunately for you, Mallow's Shocker and Thunderbolt spells are very effective against him (as long as he's in your party at the time of the fight).



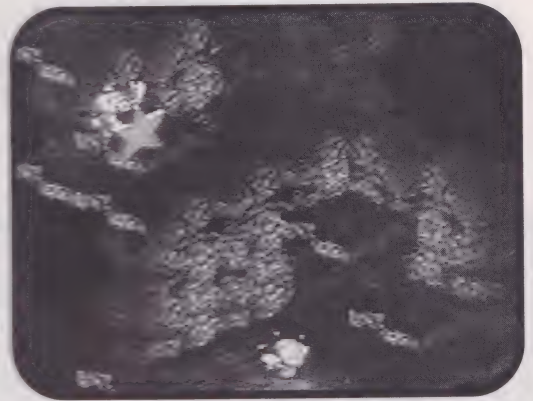


Just like the Czar Dragon, Zombone can attack you both physically and magically, so you've got to be ready to defend against anything he throws at you. You'll know when he's going for a physical attack when he rapidly approaches one of your characters. When you see him begin to dip his head, press the B button to defend. If Zombone is going to cast a spell, he'll stomp his feet three times, then begin the spell. Watch out for his Blast and Boulder. If you use your items correctly and keep your party healthy throughout the fight, you should be able to send Zombone to a fiery grave—permanently.

After the Czar Dragon is gone, the area behind him opens up, allowing you to advance to the northeast and enter Area V.

Area V

Finally, you've found the sixth star! Only one more to go. Just as Mario is about to take the Star in hand, some invisible force yanks it away! Mario looks up to the cliff above, only to see the individuals responsible for the robbery! Smithy has enlisted the help of the infamous Axem Rangers, and they've just stolen your hard-earned Star! You'd better get after them before they take off for good!



Area W

After the Axem Rangers have finished poking fun at you, they teleport themselves out of the room. You'd better get to the top of the volcano quickly if you plan on catching them! Get those legs pumping!

Area X

The Axem Rangers may have stolen your Star, but they certainly are clumsy! As you advance toward the northern exit on the upper tier, the Red Axem Ranger drops the Star! Maybe if you advance faster than they do, you can get the Star back!

Area Y

Don't stop, just keep going after those clowns!

Area Z

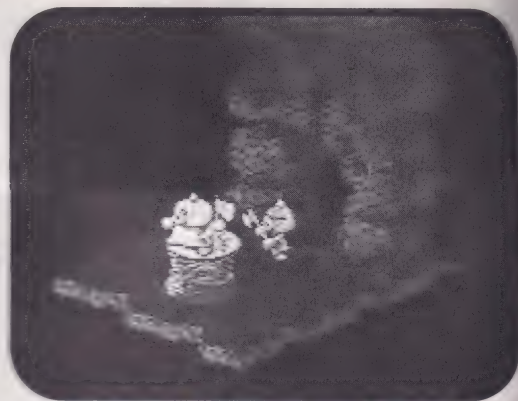
Don't even stop to think of where you're going. Just follow your instincts as quickly as you can to the top of the room.

Area AA

Keep climbing!

Area BB

As soon as the Axem Rangers enter this area, they each jump onto the large Spring and out into the World above the Volcano. When you enter the room, do as they did and jump on the Spring—it will take you out to the mouth of the volcano.



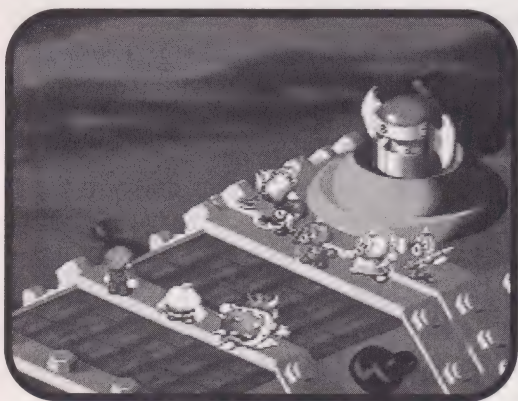
Volcano Mouth

When you reach the mouth of the volcano, the stage will be set for you to take back your Star. Fortunately for you, the Axem Ranger's ride hasn't arrived, so they can't easily escape you. They've got to fight you if they want you off of their backs, and you've got to beat them to get your Star.

BOSS Fight: AXEM RANGERS

The Axem Rangers are determined to destroy the sixth Star, and since you're the only one who can oppose them, you must succeed. The Axem Rangers are indeed a force to be reckoned with, but if you know how to fight them, you should be able to overpower them.

Each of the Axem Rangers has their own set of abilities. (See the Bestiary for details.)

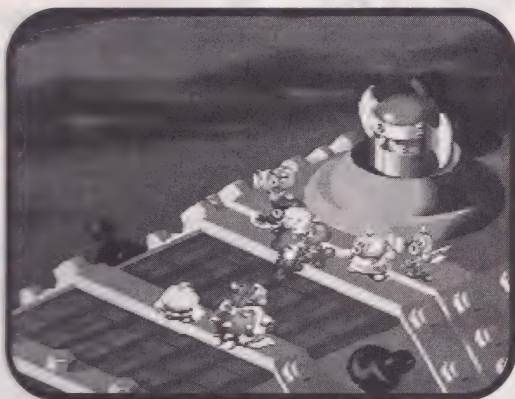


You must strategically disable one member of the force at a time to win this fight. Group attack spells can be used, but the members of the party who cannot use those spells should constantly attack the same Ranger. For instance, if you randomly attack everyone except the Pink Ranger, she'll be able to cast her Recover spell on her most injured colleagues.

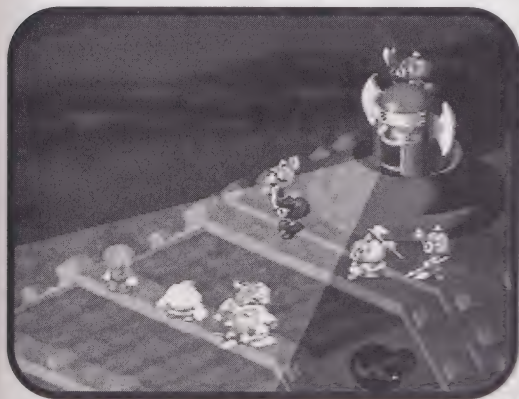
As if that wasn't enough of a giveaway, your first goal is to defeat the Axem Pink. Just do your best to defend against the physical and magical attacks of the rest of the Axem Rangers. You should be able to last a few rounds against all of them. If

you can't, it is advisable to fight lesser enemies until you are strong enough.

If you just need that extra edge, you can boost your defensive abilities with Bracers (or Geno's Boost spell) to help fend off attack. Once the Pink Ranger is out of the fight, go after Axem Green, whose Meteor Blast can be very damaging. Your next target should be Axem Black, whose tendency to Double Slash twice per attack round can really cause problems if gone unchecked. Next, take out Axem Yellow. Without the help of his right-hand man, Axem Red will fall to the wayside just like the others.



When all five Axem Rangers are out of commission, they are forced to resort to their only remaining weapon. The Breaker Beam is extremely powerful, and can turn the tide of the fight if you aren't ready for it. If you notice that your party is ailing when Axem Red begins to charge the Force Beam, you'd better heal up quickly.



You've got to withstand a couple of shots from the beam, or you're history. If the Princess is in your party, her Group Hug spell will be especially useful here. Otherwise, be ready to break out your MegaElixirs or KerokeroColas. As soon as you've been hit by the Breaker Beam, regenerate yourself and go right back to pounding the Axem Rangers. You must keep up the onslaught, or you may not be able to recover enough times to finish the fight. If you can stay alive, you'll disable the Axem Rangers for good before you know it. In retrospect, it wasn't such a tough battle after all, right?

With the Axem Rangers out of the way, you can finally recapture that Star piece. Only one more Star piece to collect, but where will you ever find it? If your detective skills are any good, you should be able to deduce that it can only be in one place, and that's Bowser's Keep! Remember that Royal Bus in Nimbus Land that wasn't working? Well, it still doesn't work, but now that you know where you've got to go, you may be able to convince King Nimbus to get it up and running again.

Return to Nimbus Land...

Things in Nimbus Land haven't changed since you've been back, which is good news for the most part. However, you've got to get that Royal Bus back in service. The only thing you can do is return to the King's Chambers in Nimbus Castle. Upon entering the room, Mallow speaks with his Mother and Father, who decide that it's time for Mallow to get on that bus! Finally, you've found your way in! Get over to the Bus Stop and prepare yourself for the final leg of the journey!



WORLD 1

BOWSER'S KEEP

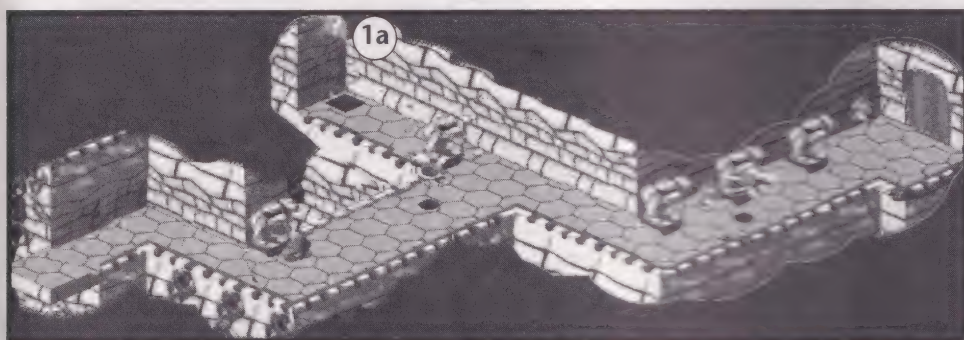
#:	Item:	Location:
1a.	"?" Chest	Area E
1b.	Save Point	Area F
2.	Item Shop #1	Talk to Croco in Area F
3.	Save Point	Area I
4.	Rock Candy	"?" Chest #1, in Area H-1
5.	Rock Candy	"?" Chest #2, in Area H-2
6.	Star Gun	"?" Chest #3, in Area H-3
7.	Drill Claw	"?" Chest #4, in Area H-4
8.	Super Slap	"?" Chest #5, in Area H-5
9.	Sonic Cymbal	"?" Chest #6, in Area H-6
10.	4 Large Coins	Action Course #1
11.	Fright Bomb	"?" Chest #7, in Action Course #1
12.	Ice Bomb	"?" Chest #8, in Action Course #1
13.	Royal Syrup	"?" Chest #9, in Action Course #1
14.	Rock Candy	"?" Chest #10, in Action Course #1
15.	Red Essence	"?" Chest #11, in Action Course #1
16.	Max Mushroom	"?" Chest #12, in Action Course #1
17.	Flower	"?" Chest #13, in Action Course #1
18.	Fire Bomb	"?" Chest #14, in Action Course #1
19.	KerokeroCola	"?" Chest #15, in Action Course #2
20.	Pick Me Up	"?" Chest #16, in Action Course #2
21.	Flower	"?" Chest #17, in Action Course #2
22.	Max Mushroom	"?" Chest #18, in Action Course #2
23.	Rock Candy	"?" Chest #19, in Action Course #2
24.	Flower	"?" Chest #20, in Action Course #2
25.	Flower	"?" Chest #21, in Action Course #2
26.	Royal Syrup	"?" Chest #22, in Action Course #2
27.	Flower	"?" Chest #23, in Action Course #2
28.	Fire Bomb	"?" Chest #24, in Action Course #2
29.	Pick Me Up	"?" Chest #25, in Action Course #2
30.	KerokeroCola	"?" Chest #26, in Action Course #2
31.	Unlimited Coins	Gold "?" Chest, in Area J (after defeating Magikoopa)
32.	Item Shop #2	Talk to Croco in Area K

Overview

For the first time since the sword fell from the sky, Mario, the Princess, and Bowser area back in Bowser's Keep. You may remember the first few rooms pretty clearly, but you'll have to cover the rest of the uncharted ground in the Keep in order to get to Smithy. To lean the odds in your favor, make sure that Bowser is in your party throughout this level. Some of the enemies you encounter will be scared off by Bowser, and the fewer enemies you have to fight, the better.

Area C

Don't stand on the blocks in the northeast corner of this room for too long or you will fall into the lava pit.



slowly and deliberately until you reach the first T-shaped junction in the floor. Open the "?" Chest to the northwest, then return to the junction and follow it around to the northeast.

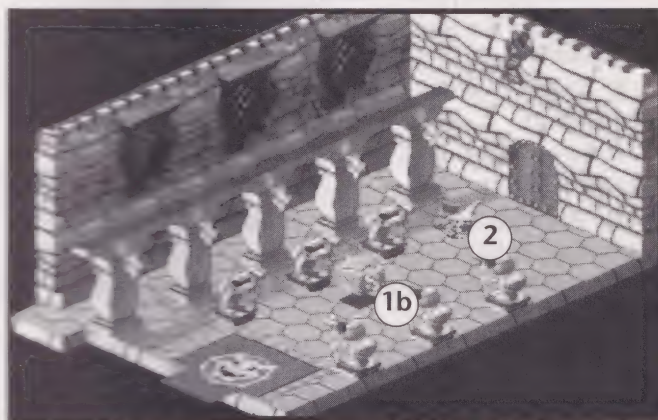
Area F

As if you hadn't seen enough strange things so far, Croco is in this room! He's got some items you can buy. Make sure you save your game here.

Area G

This room is the main hallway through which you pass to get to Smithy. There are six doors in the room, each one leads to a specific type of challenge course. Two of the doors lead to puzzle courses, two other doors lead to battle courses, and the last two doors lead to action courses. All doors lead to random areas, and you cannot turn back when you enter a door. Read the section corresponding to each course below to help you get through.

If you ever fail any part of any puzzle, you'll exit the room and be returned here. If you successfully complete one of the courses, you'll be rewarded with a prize inside a "?" Chest in the area leading back to Area G. When you've passed any four of the six courses, the final sub-room will have an exit to the southeast, rather than the northeast. Take the southeast exit to advance to Area J.



Area E

The only portion of the room you can see is the area within a specific radius from Mario's body. It's like someone is aiming a small spotlight at you. You won't have much time to see things coming, so follow the path

Puzzle Course #1

This puzzle course begins with a quiz. Jump on the yellow block to get things rolling. You are asked a series of 12 questions. You may take up to five seconds to answer, so take your time. Each time you answer correctly, the platform will go up one space. If you answer incorrectly or fail to answer within five seconds, you'll drop down two spaces. To pass the quiz, you must reach the eighth space. Study the Q&A chart below to get ready for the quiz. Use the D-pad to select an answer, and press the A button to select it.

Q: What was Toadstool doing when she was kidnapped by Bowser?

A: She was looking at flowers.

Q: What is Raini's husband's name?

A: Raz.

Q: Where was the first Star Piece found?

A: Mushroom Kingdom.

Q: What's the password in the Sunken Ship?

A: Pearls.

Q: What's the name of the boss at the Sunken Ship?

A: Johnny

Q: What technique does Bowser learn at Level 15?

A: Crusher.

Q: What does the Red Essence do?

A: Gives you strength.

Q: What is Hinopio in charge of at the middle counter?

A: The Inn.

Q: What's the full name of the boss at the Sunken Ship?

A: Jonathan Jones.

Q: The man getting his picture taken at Marrymore hates what?

A: Getting his picture taken.

Q: Who is the leader of the Axem Rangers?

A: Red.

Q: The boy getting his picture taken at Marrymore can't wait 'til which season?

A: Skiing.

Q: How much does a female beetle cost?

A: 1 Coin.

Q: Who was the famous composer at Tadpole Pond?

A: Toadofsky.

Q: The boy at the Inn in Mushroom was playing with what?

A: Game Boy.

Q: What's the first monster you see in the Pipe Vault?

A: Sparky.

Q: What's the name of Jagger's "sensei"?

A: Jinx.

Q: How many legs does Wiggler have?

A: 6.

Q: What's the chef's name at Marrymore?

A: Torte.

Q: Which monster does not appear in Booster Tower?

A: Terrapin.

Q: Who helped you up the cliff at Land's End?

A: Sky Troopas.

Q: Who is the ultimate enemy in this adventure?

A: Smithy.

Q: What does Belome really like to turn people into?

A: Scarecrows.

Q: What words does Shy Away use when he sings?

A: La dee dah.

Q: What was Mallow asked to get for Frogfucius?

A: Cricket Pie.

Q: What is the fourth selection on the Menu Screen?

A: Equip.

Q: What do Culex, Jinx, and Goomba have in common?

A: They live in Monstro Town.

Q: Mite is Dyna's WHAT?

A: Little brother.

Q: Yaridovich is what?

A: A boss.

Q: Booster is what generation?

A: Seventh.

Q: How many underlings does Croco have?

A: 3.

Q: Where was the third Star Piece found?

A: Moleville.

Q: How long have the couple inside the Chapel been waiting for their wedding?

A: 30 minutes.

Q: Who is the famous sculptor in Nimbus Land?

A: Garro.

Q: Johnny loves WHICH beverage?

A: Currant Juice.

Q: What color are the curtains in Mario's house?

A: Blue.

Q: What color is the end of Dodo's beak?

A: Red.

Q: What did Carroboscis turn into?

A: A carrot.

Q: What does Birdo come out of?

A: An eggshell.

Q: In the Moleville blues, it's said that the moles are covered in what?

A: Soil.

Q: More questions?

A: Maybe.

After passing the quiz, you'll advance to a room with several barrels stacked in the northeast corner of the room. Dr. Topper will have you close your eyes for a second (the screen will go black), and when the room reappears, you'll have 10 seconds to guess the number of barrels in the room. The best technique to use here is to determine which stack (or group of stacks) is the tallest.

Since you can't see all of the barrels in the tallest stacks, use the smaller stacks of barrels in front of the tallest stacks to figure out how many barrels high they are. When you've got that number, count the number of tallest stacks and multiply them. Follow the same system for the second and third largest stacks of barrels, and you should be able to come up with the number in time for Dr. Topper.

After you pass the first barrel room, Dr. Topper will take you to another room with stacked barrels. This time, though, there are nearly four times as many barrels as before! Use the same technique described for the first barrel room to pass the test again. You've got 20 seconds, so do the math and double-check it to be sure. If you're right, you'll move onto the next part of the course.



The final leg of this puzzle course is entirely different from the other games you've played. This brain-twisting logic puzzle is pretty tough, but the system listed below will provide you with the correct solution.

Whoever says, "I outrode (character's name) on my bike, and (character's name) was never able to pass me," took 1st Place.

Whoever says, "I fell into 4th Place during the bike race, but finally ended up in the same place as I did in the swimming event," is the 2nd Place finisher.

Whoever says, "I placed the same in the swimming and cycling events, but two others beat me in the marathon," finished in 3rd Place.

Whoever says, "I came in third for swimming," finished in 4th Place.

Give the correct solution to Dr. Topper, and he lets you pass.

Area H-1

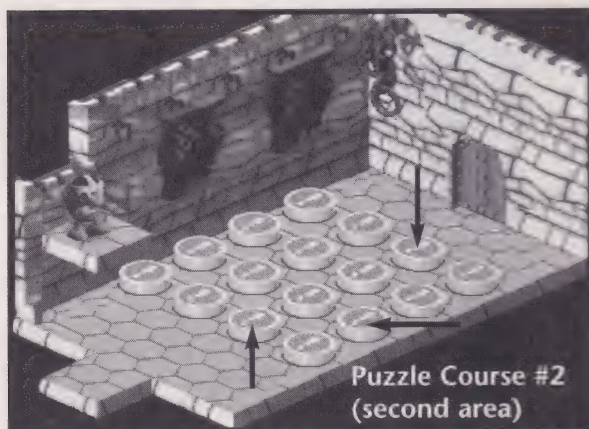
Remember to get a Rock Candy out of the "?" Chest before returning to Area G.

Puzzle Course #2

This puzzle course begins with a game called Coin Box. There are 21 coins in the box, and you and Dr. Topper take turns removing coins from the box. Either one of you can take up to four coins per turn. The object of the game is to make your opponent take the last coin from the box. Always try to leave an odd number of coins in the box, because you cannot be forced into taking the last coin if there are an even number remaining. If you can get to the point where there are 7 coins left and it's your turn, you can win. Take 1 coin on your turn. Dr. Topper should take 1 coin on his turn, leaving 5 coins. Take 4 coins, and Dr. Topper will only have one coin left to take.



Puzzle Course #2
(first area)



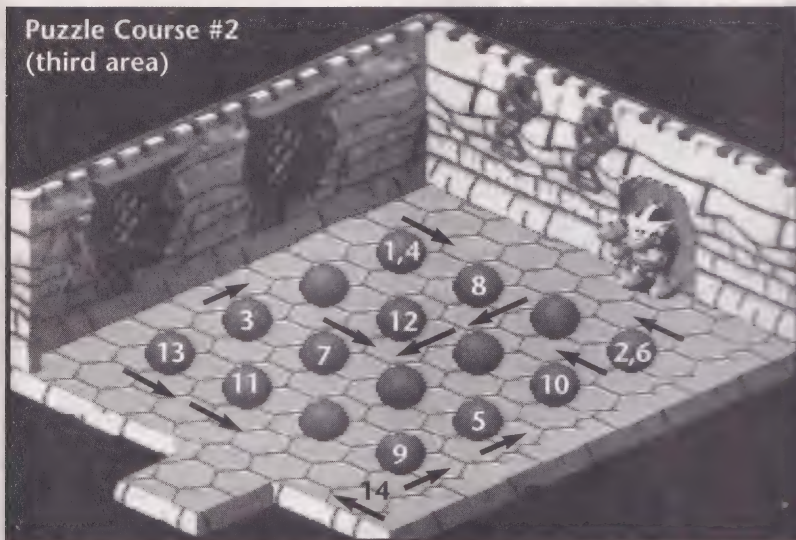
Puzzle Course #2
(second area)

After advancing from the Coin Box puzzle, you'll enter a room full of "!" Switches. Your goal is to make it so that all of the "!" Switches are down. The map (at left) denotes the switches you must step on.

The next area you come to has a new puzzle in store for you. The object is to eliminate all but one black ball from the playfield. To eliminate a ball, you must kick one such that it bounces over another. You can only kick balls adjacent to each other (not diagonal), and your game is over if you kick a ball onto a spot where another ball is already resting. Study the valid solution on the Puzzle Course #2 (third area) map, which is represented in stages. Each stage is numbered, and the

pointer indicates the direction each ball should be kicked.

Puzzle Course #2 (third area)



Greaper, Pyrosphere, Lakitu, Zeostar, and Shaman.

Area H-3

Make sure you get the Star Gun out of the "?" Chest before you leave.

Battle Course #2

The second battle course is a little tougher than the first, but you should still be able survive the bumps and cuts necessary to get through it. Like the previous battle course, you will have to make it through twelve fights to reach the end. The order of the enemies are as follows:

Terra Cotta, Oerlikon, Sackit, Chow, Alley Rat, Bloober, Stinger, Geckit, Rob-Omb, Dry Bones, Magmus, and Chester.

Area H-4

Don't forget to get the Drill Claw out of the "?" Chest before you return to Area G.

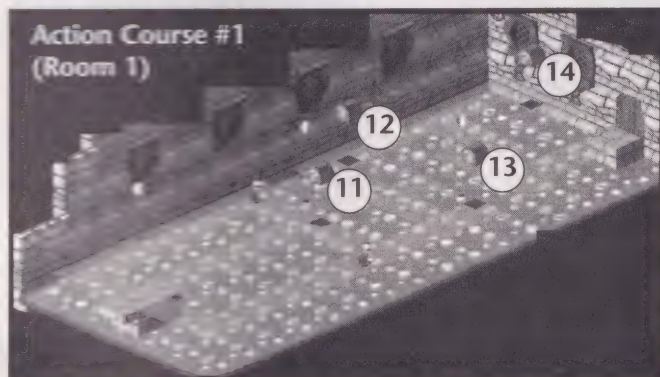
Action Course #1

This action course has been designed with only one goal: to give you a major headache. You can go after several different treasures, but you can plan on falling into the lava a couple of times. If you do, you'll be dropped off at the last place you were standing before you fell.

Room 1

You cannot clearly see the floor in this room, because it has been magically camouflaged. However, the Terra Cotta soldiers jumping around the room shake the floor each time they land, and the vibrations make the floor visible for just a few moments.

If you just want to get out of the room, follow the soldiers to the exit in the northeast corner of the room. However, if you'd like to take home a few souvenirs, you'll find some nice items in the four "?" Chests in the room.



Area H-2

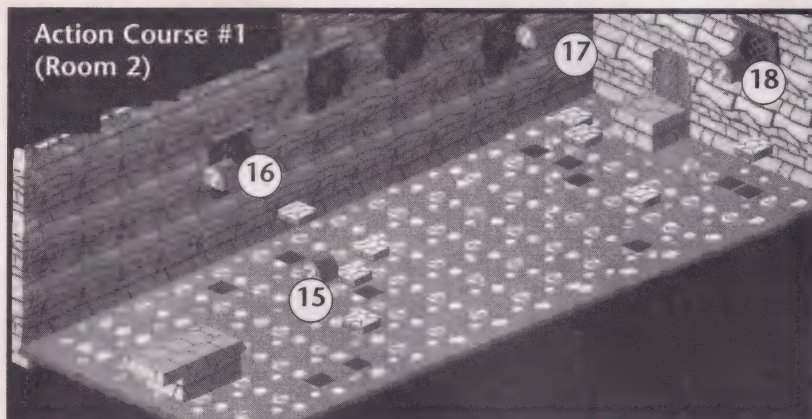
Before you return to Area G, open up the "?" Chest to get a Rock Candy.

Battle Course #1

The battle courses should be a cake-walk for you at this stage of the game. You must to make your way through three areas full of enemies, which means you'll have to survive twelve fights. Here are the enemies you'll battle, in order:

Goomba, Koopa Troopa, The Big Boo, Sling Shy, Chewy, Mr. Kipper, Amanita,

Action Course #1
(Room 2)



Room 2

This room can be difficult to pass through, because you cannot always judge the exact distance between the platform you are on and the platform you are trying to jump to. When you do make a jump, the platforms freeze in place. This is very helpful, because you can wait to see the shadows of your destination and target platforms to line up and then make the jump.

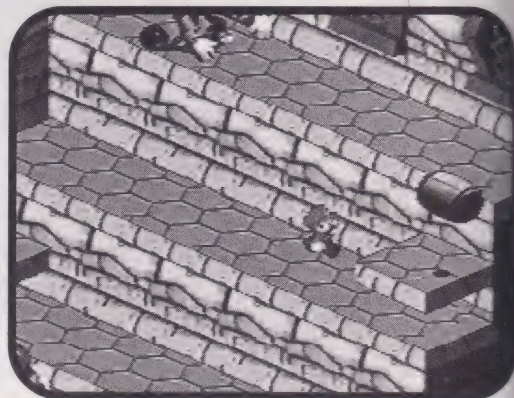
There are four "?" Chests in this room. If you just want to get to the end, only use the moving platforms that travel down the center of the room in three jumps. You must follow two steps to reach the "?" Chests. First, jump onto the moving platforms that surrounds the chest of choice. Second, when you reach the chest of choice, wait for the platform you are standing on to move below its shadow, then jump straight up.

Room 3

Shortly after you enter this room, you'll begin to see a barrage of barrels careening down the multi-tiered cliff face. The highest tier on the cliff is home to the exit and the source of these barrels.

As you advance up the cliff, jump over the barrels that roll toward you. Don't jump onto the small platform between tiers if you can see that a barrel is about to fall down on top of it. Just wait it out and you should see a small break in the flow of barrels. Take that opportunity to get up to the next tier.

Be on the lookout for the stray barrels that occasionally tumble down the cliff face. They are completely unpredictable, so just hope that you aren't standing in the wrong place at the wrong time. When you reach the top of the cliff, you'll see the source of the problem. That Crazy Kong is up to his old tricks! Give him a good bonk on the noggin to pass.



Area H-5

Before you go back to Area G, open the "?" Chest in the middle of the room to get a Super Slap weapon.

Action Course #2

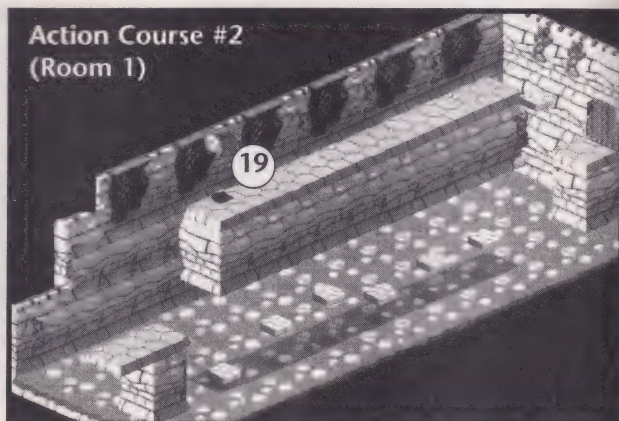
Just like the first action course, this area is intended to make you wish you never entered it.

Room 1

You must make your way across the lava to the northeast by jumping from one moving platform to the next.

The most reliable method is to wait for the platform you are on to begin to rise from its lowest

Action Course #2
(Room 1)



point, and then jump toward the next platform when they are almost even. Repeat this pattern until you reach the last platform, which falls at an incredible rate.

Just be patient, and wait until the right situation arises. When the platform reaches the top of its path, jump to the southwest and walk to the end of the platform to reach a "?" Chest. After you've opened it, return to the northeast end of the platform and wait for the moving platform to return. Jump on it, then jump directly to the northeast to reach the exit.

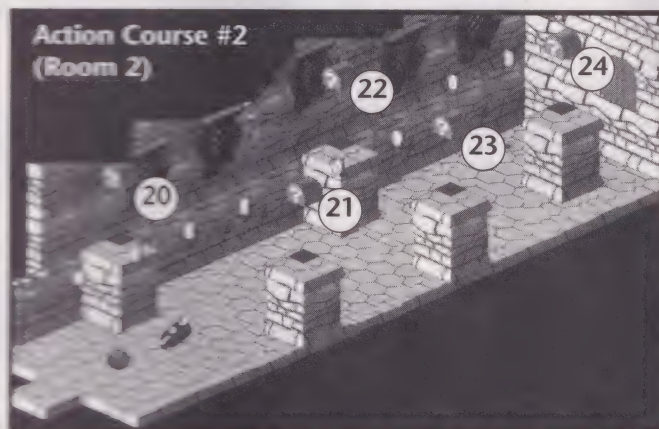
Room 2

This room is patrolled by two Rob-Ombs, and if either of them touch you, you'll blow one of your chances. You cannot reach any of the items high above ground without the aid of the ball in the southwest corner of the room. Jump on it, and you can roll it throughout the room.

The only hitch is that your directional control is completely reversed when you stand on the ball. To move south, press Up on the D-pad, and to move north press Down on the D-pad. The controls for east and west are also reversed, so press Right on the D-pad to move west, and press Left on the D-pad to move east.

After you've mastered the new controls, you must roll the ball to the northeast corner of the room to reach the exit. To collect the large coins in the room, line up the ball with the shadow of the coin and jump straight up. Beware, though, because Mario requires a moment to re-balance himself when he lands, during which time you cannot move.

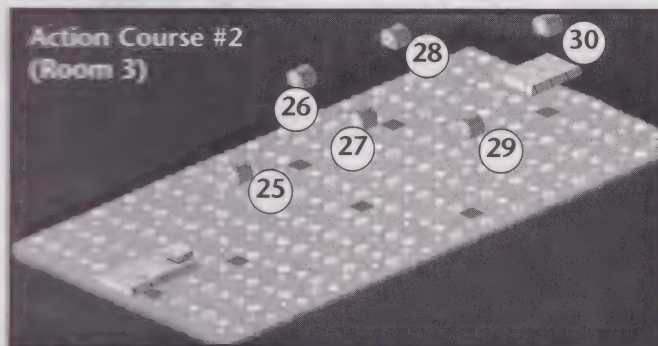
If a Rob-Omb is standing too close to you, you'll be hit before you can even move away. As a general rule, do not make a stationary jump if there is a Rob-Omb within two body-widths of you. To reach the "?" Chests in the room, you must get on top of the stone pillars below them. Park the ball close to the one you want to reach and jump up to it (using normal directional controls). You may be a bit disorientated when you land, but just remember that your controls are only reversed when you stand on the ball.



Room 3

This entire area is a lava hazard, and cannot be crossed without the use of the rotating platforms. These platforms behave in the same way as the rotating platforms in Area D of the Bandit's Way in World 1.

You can guide the platforms to almost any location in the room, but the process can take a while because the platforms rotate slowly. Just make careful jumps, and you should be able to reach the northeast exit without too much trouble. You can also go after the items in the "?" Chests in the room to get more items.



Area H-6

Remember to open the "?" Chest to get a Sonic Cymbal before you leave.

Area I

If this is your first time through this area, use the Save Point before advancing into Area J.

Area J

The first time you enter this room, you'll be confronted by Magikoopa, another of Smithy's band on brainwashed goons. You cannot avoid this fight, so just be prepared to duke it out.

MINI-BOSS FIGHT: MAGIKOOPA

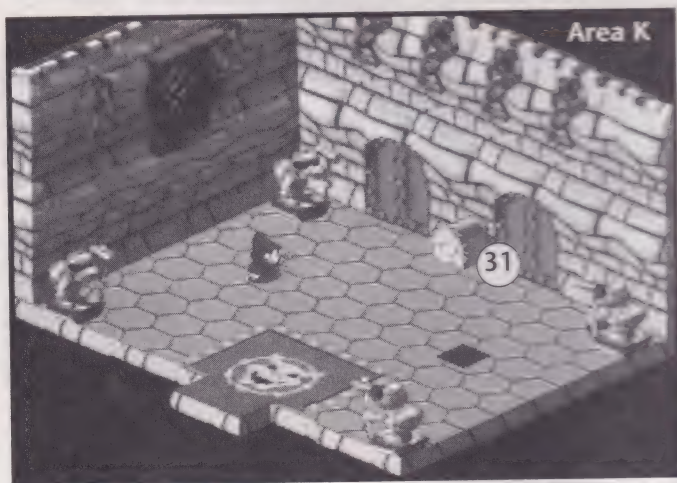
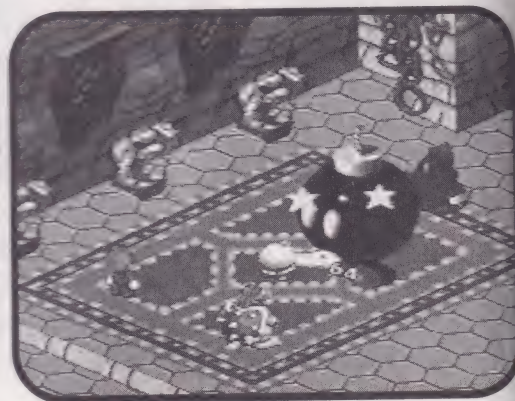
Magikoopa is under the mind-control of Smithy, and has no will of his own.

This is a simple fight, really. Magikoopa has strong magical attacks like Bolt and Flame Wall, but he cannot stand up to the physical punishment that you can dish out. As soon as he's in trouble, he'll call out Bahamutt to protect him.

Bahamutt shields Magikoopa from attack, so you must destroy him in order to get to Magikoopa. Bahamutt is strong, but he cannot protect Magikoopa forever, so keep attacking him until he falls. In the meantime, watch out for his powerful bite attack—it's as quick as it is deadly.

Try blocking when Bahamutt leans his head back. Also, look out for Bahamutt's stomp, which acts as a weaken attack on one character. If you can keep up the pressure from the beginning of the fight, you should be able to knock both of these guys senseless in less than ten rounds of battle.

After you defeat Magikoopa, he creates a Gold "?" Chest that never runs out of coins! He will also rejuvenate you if you are hurt or are low on magic points.



Area K

Croco just happens to be hanging out in this room. If you talk to him, he'll offer to sell you some more items. You should buy all of the armor he has available if you're not already equipped with it. If you're short on coins, just grab as many as you need out of the Gold "?" Chest in Area J and come back.

Area L

It would be a wise idea to return to Area I and save your game before you attempt to cross this room. There are several Blockheads pounding the ground in this room, so hard in fact that Mario loses the ability to move for a split-second each time one lands. You can jump up to avoid being affected, but you cannot avoid every hit.

The best idea is not to try to avoid the hits, because you'll ruin the timing pattern already in place. Just run below the Blockheads in sequence until you reach the large open space in the middle of the room. Walk carefully around the large Blockhead to avoid getting smooshed. Also, be on the lookout for the yellow bullets that are flying through the center of the room. If you ever line up with one, be prepared for a fight.



Area M

When you first reach the northeast area of the room, you'll hear someone laughing. There's somebody up on the chandeliers above you, and he won't let you pass until you fight him.

MINI-BOSS FIGHT: BOOMER

Boomer is no pushover, so be prepared for a tough battle. He has both physical and magical attacks, and they differ based on what color he is during the fight. He begins the fight red, but changes to blue when you've damaged him enough. He becomes a little tougher when he's blue, but he'll eventually return to red. The only thing that changes when he turns red for the second time is that you will not know which attack he is doing when he advances toward you. His attack abilities are listed by color below:

Red - Skewer: A hard attack with his sword that does major damage if it hits. Try to block when you see his sword flash.

Blizzard

Vigor up: This spell makes Boomer blue.

Blue - Shaker: Similar to the Skewer attack, but this one will kill you outright if it hits. Try to block when you see his sword flash.

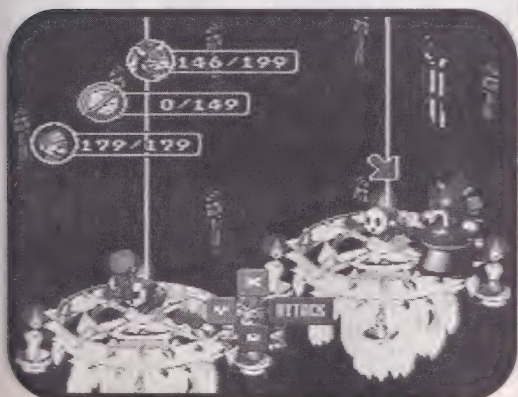
Blast

Valor up: This spell makes Boomer red.

Your main concern is avoiding Boomer's potent physical attacks—they can do upwards of 100 points of damage. His Blast spell is also powerful, but his Blizzard spell is weak, so don't expect his magic to kill you. Make one character specifically a healer, and have him/her heal anyone who has taken any kind of damage. If you follow this strategy and can stay in tip-top shape through the

whole fight, you'll always get two physical attacks per round. Boomer will not be able to stand up to your power for very long, so keep on attacking him until he crumbles!

After Boomer's dramatic death sequence, the Chandeli-ho on your chandelier will take you up to the "appointed place." When you reach the top of the chandelier ride, you'll be thrust out onto one of the spires of the castle, facing none other than Exor, the large sword that put your entire quest in motion!



BOSS Fight: EXOR

Exor is, by far, the toughest enemy you'll have to face in this dimension. It has four different areas that can be attacked, and all but one of them can attack you every round. The most interesting thing about Exor, however, is that you can temporarily disable parts of it—doing so will severely impair his ability to harm you. Before the fight begins, decide which character is going to be the healer, and always make him/her heal somebody unless nobody is injured during their turn.

The first thing you should try to do in this fight is disable the Neosquid. It enables Exor to cast his most dangerous spells and it will give you a chance to breathe a little easier, if only for a short time.

Using group attack spells to harm the Neosquid is not recommended, but it allows you to damage other parts of Exor that you may want to attack later. When the Neosquid becomes inactive, go after the Right Eye and hit it with everything you have. When it's disabled, you'll be able to attack Exor directly.

NOTE: Although the Right Eye is unable to protect Exor while disabled, it can still cast spells. The Right Eye is almost immune to magic attacks, so select your attack spells carefully.

With both the Neosquid and Right Eye disabled, you should be able to get in some quality shots on Exor. Take advantage of every turn that he is vulnerable, even if the Neosquid recovers. You may have to give up one attack so that your healer can restore the party, but it is necessary to prepare for the next stage of the fight.

You should be aware that Exor can still be attacked for one turn after Right Eye recovers. You'll know to stop when the message "EXOR IS PROTECTED" appears.

Left Eye is more of an annoyance than a threat, but if you are hurting, its continuous medium-damage attacks can put the nail in your coffin. Avoid attacking Left Eye and focus attack opportunities on the Neosquid, Right Eye, and Exor.

When Right Eye recovers, you'll need to go about disabling Exor again, starting with the Neosquid. When it all boils down, Exor's push should be no match for your shove. When Exor is dazed, you'll have won the fight!

Left eye can perform Blink, one of Exor's only physical attacks. Go for the block when you see his pupil dilate. Other attacks include Gunk Ball and S'Crow Bell.

Neosquid's spells include: Corona, Static E, Solidify, Lulla-Bye, Flame Wall, Carni-Kiss (hurts one person very badly; try to block when jaw drops), and Aurora Flash.

Right Eye spells include: Mega Drain, Aurora Flash, Diamond Saw, Bolt, Blast, and Dark Star.

Without warning, Exor's mouth opens and emits a strange red beam. You'll see the party falling out of control, but where could you be possibly be going? Wherever you show up, Smithy is sure to be waiting for you!



GATE

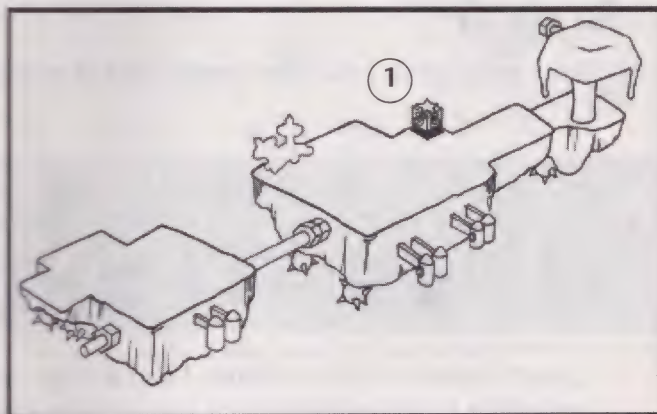
#:	Item:	Location:
1.	Save Point	Area B
2a.	Save Point	Area E
2b.	Hidden "?" Chest	Area E
3.	Ultra Hammer	"?" Chest #1, in Area F
4.	Save Point	Area G, after defeating Count Down
5.	Mushroom	"?" Chest #2, in Area I
6.	Flower	"?" Chest #3, in Area I-2
7.	Mushroom	"?" Chest #4, in Area I-2
8.	Royal Syrup	"?" Chest #5, in Area K
9.	Max Mushroom	"?" Chest #6, in Area K
10.	Save Point	Area M
11.	Mushroom	"?" Chest #7, in Area O
12.	Flower	"?" Chest #8, in Area O
13.	Item Shop	Speak with Toad in Area R
14.	Rock Candy	Receive after speaking to Toad in Area R
15.	Save Point	Area T

Overview

Ever since Exor appeared, Smithy has been sending his evil denizens into Mario's world through Exor's body. Even though Exor has been disabled, peace cannot be restored until Smithy has been destroyed. Nothing can go back to normal until Smithy is gone for good. You must find your way through this area to reach the heart of Smithy's Factory.

Area B

In order to advance through this room, you'll have to employ a technique that you haven't used before. Stand on the bolt positioned on the southwest edge of the large screw connecting the two floors, face in any northern or eastern direction, and jump straight up. As soon as you jump, you'll turn the screw, moving it closer to the northeast edge of the screw. You must turn the screw to the northeast at least nine times before you can jump onto the northeast platform.



If you fall, you'll bounce on a large Spring in the area below and return, but your progress on the screw will be lost. If you haven't saved your game recently, take the opportunity to do it now.

Area C

This area is quite similar to Area B, except that there are multiple screws to cross. Also, you will find that there are Glum Reapers patrolling the screws. You'll have to be crafty to avoid them, but don't try so hard that you fall off of the screw.

It's faster and easier to beat up a Glum Reaper than it is to fall and be forced to regain lost ground. It doesn't matter which path you take, as long as you wind up in the northeast corner of the room. Traveling along these screws works the same way as it did in Area B.

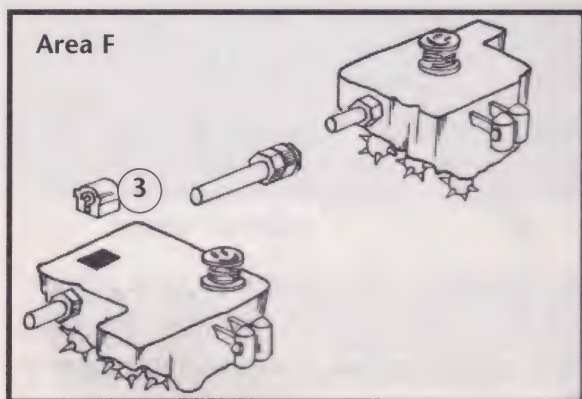
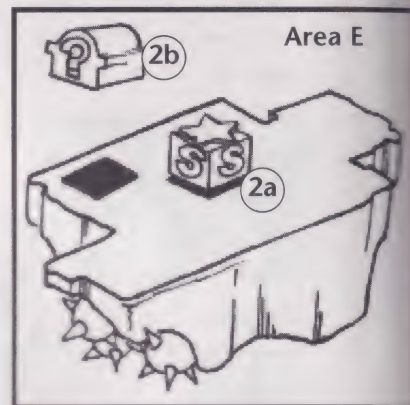
Just remember to face in one of the two directions that you want to move the screw when you jump. In other words, if a screw is oriented from northwest to southeast, and you want to move the bolt toward the southeast corner, face either south or east and jump.

Area D

Jump on the "!" Switch to open up the northeast exit.

Area E

This area features the Save Point in the middle of the room and a hidden "?" Chest in the northwest corner. Make sure you save before you advance into Area F.



Area F

Before you try to cross this area, open up the "?" Chest in the middle of the room, then save your game. When you're ready to move on, jump onto the large Spring and you'll land on the first bolt. Move the bolt to the northeast ten times, then jump onto the second bolt. Move the second bolt six times, and you can jump to the small platform in the northeast portion of the room. Jump onto the large Spring to get to Area G.

Area G

Walk toward the northeast portion of the room and you're confronted by Count Down.

BOSS Fight: COUNT DOWN

Count Down and his symbiotic Ding-A-Ling companions are pretty tough customers, so you'd better get down to business right away. It would be to your advantage to have the Princess in your party for this fight, but her Mute spell does not work against either Count Down or the Ding-A-Lings.

Since neither Count Down nor either Ding-A-Ling has a physical appendage, they are limited to using mostly spells to attack you.





Each Ding-A-Ling can attack you physically, but they become much less of a threat when you can block them. The Ding-A-Lings' physical and magical attacks look the same when they begin, so it's best to press the B button as soon as you see a circular star formation appear.

You should probably come into the battle equipped with Trueform Pins, because both Count Down and the Ding-A-Lings have the ability to cast form-changing spells. It is possible for Count Down or the Ding-A-Lings not to attack you during their turn. They all have a non-attack or "rest" spell, which simply wastes a round by doing no attack at all. The list

of attacks spells available to Count Down and the Ding-A-Lings is presented in the following two sections:

Count Down:

At 1:00 - Crystal or Ice Rock. At 3:00 - Recover. At 5:00 - Aurora Flash. At 6:00 - Mega Recover. At 7:00 - Water Blast. At 9:00 - Rest. At 10:00 - Petal Blast. At 12:00 - Corona.

Ding-A-Ling:

Dark Star, S'Crow Bell, Fear Roulette, Spore Chimes, Doom Reverb, Rest



If you destroy the Ding-A-Lings first, Count Down will be severely limited in his spell casting, but you must survive his attacks up to that point to do so. It is easier to destroy the Ding-A-Lings first, but either way, you're in for a long fight. Once Count Down is gone, a Save Point and a large Spring will appear in the room. Save your game immediately. Jump onto the Spring to advance to Area H.

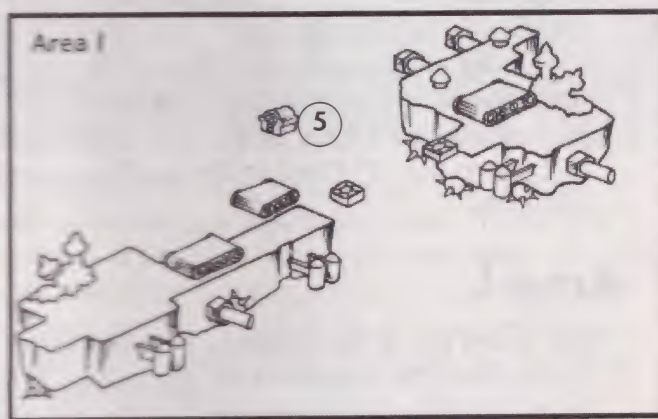
Area I

The only way to reach the northeast exit is to get across the conveyor belt in the middle of the room. When you jump on the conveyor belt, you'll automatically begin to move in the direction that the conveyor belt is moving. Walk against the flow of the conveyor belt to counteract the effect and you'll be able to stay in place.

When you reach the middle of the room, jump onto the small white platform. You'll begin to move, and you'll see another small white platform moving toward you. When they rub against each other in the middle of the gap, step over to the other platform and ride it to the northeast portion of the room.

Note: It is actually to your advantage to fall in this room, because you'll go to an area with a few prizes, Area I-1.

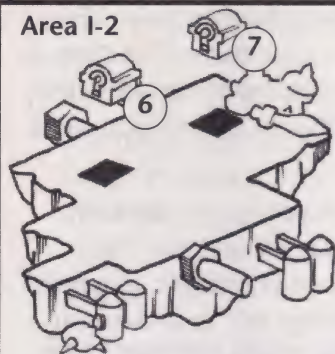
Jump over the conveyor belt to the north to reach the northern exit.



Area I-1

You can only get to this room by falling into the gap in Area I.

Area I-2



Area I-2

There are two “?” Chests in this room—each one holds simple but valuable items.

Area J

The statues coming off of the conveyor belts here will fight you if you touch them. Time your running carefully and you can avoid fighting these creatures. Each time you try to run past a conveyor belt, a stunning arrow will be fired at you.

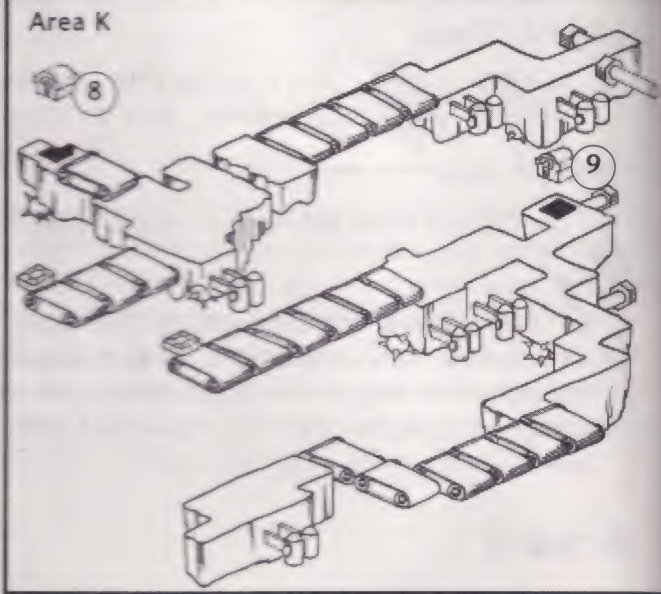
If you get hit, you’ll be stuck in place for about two seconds. To avoid getting hit, just change your course slightly as you run past each belt.

Area K

This room features many conveyor belts arranged side by side. Walking across these structures can be tricky, so try not to overcompensate by running against the flow the entire time. Follow the path created by the conveyor belts toward the northern corner of the room. Portions of the paths leading to the exit are guarded by moving enemies that you can jump over.

Wait until they approach you in close quarters to maximize your chances of clearing them. Open the “?” Chest in the middle of the room, and carefully head across the next series of conveyor belts. When you reach the end, jump onto the small white platform. When it stops at the next series of conveyor belts, step off of it and head to the northeast. Open the “?” Chest to the northwest, and follow the last conveyor belt bridge to the northeast exit.

Area K



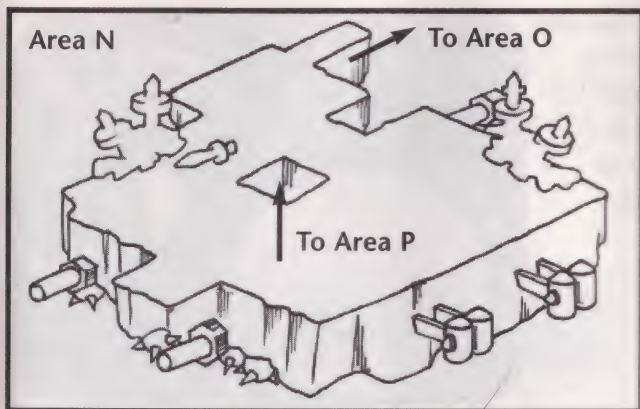
Area L

Get to the top of the conveyor belts quickly, or a large Bowyer statue will fall from the sky and come down the conveyor belt toward you. If this happens, run out the exit and return to make it to the top to avoid a fight. Once at the top, carefully make your way along the paths guarded by the Axem Ranger clones. To ensure that you make the jump over them, wait until they face you and approach you at close range, about 1 body-width away. When you’ve passed all of them, wait until you see a statue of Bowyer come down the conveyor belts, and immediately jump to the top.



Area M

Take advantage of the Save Point in the middle of the room, especially if you’re advancing through this area for the first time.



Area N

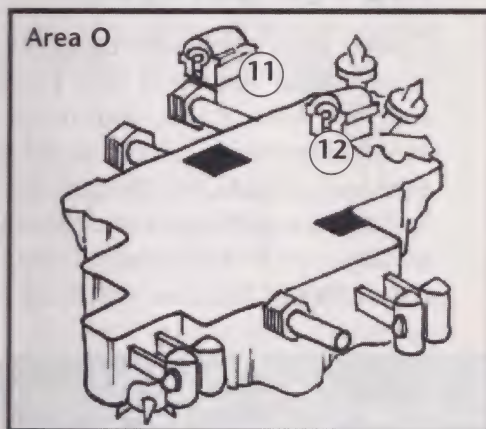
To take the next step toward Smithy, you must defeat the Yaridovich clone guarding the large block in the center of the floor. He is just like Yaridovich was the first time you fought him, so use the same battle strategy to get past him. After you've defeated him, the block disappears, leaving a large hole in the middle of the room. It is strongly recommended that you save your game before you fall into the hole.

Area O

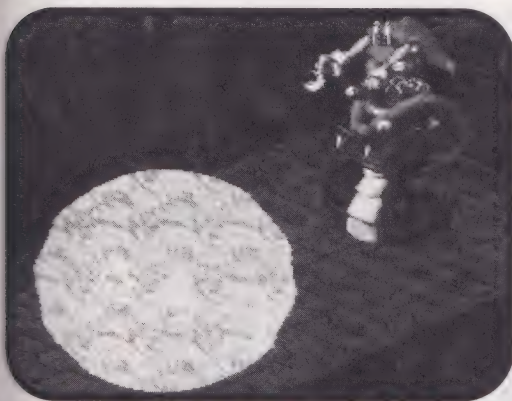
There are two "?" Chests in this room.

Area P

This area connects the Factory to the outside world and is heavily guarded by Cloaker and Domino, Smithy's top bodyguards. They've got orders to keep you out, so you're going to have to force your way past these two to get inside.



BOSS FIGHT: CLOAKER AND DOMINO



Cloaker is the brawn of the duo, and Domino has enough brains to throw a few magical attacks your way. This is really only the beginning of the fight. You can destroy either of them. It's easier to go after Cloaker first, because he cannot protect himself from magic attacks as well as Domino can. However, Domino has 300 less hit points than Cloaker, so the choice is yours. Use the basic two-attack, one-heal strategy, and you'll quickly beat whomever you target. When the duo is reduced by one, the other retreats to the northeast portion of the room, where a special emergency suit is located. This is when the fight really begins!

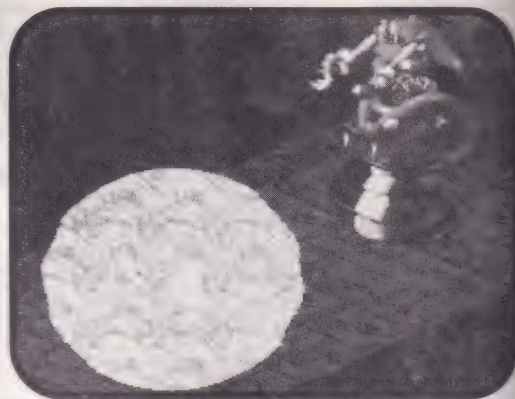
Domino Survives

Domino jumps on top of Mad Adder, and uses its power to augment his own. Because neither Domino or Mad Adder can physically attack you, be prepared to get hit with many magic spells. It is possible for the Princess to use her Mute spell to stop Mad Adder from using magic attacks, so it would be wise to have her in the party for this battle.

Not only can she stop Mad Adder from attacking, but she can heal the whole party at once if things aren't going your way. You don't have to use her, but she'll make the fight much easier. Concentrate your attacks on Mad Adder. If you can disable it, Domino won't be able to draw any more power, and will be forced to retreat. Domino's and Mad Adder's spells are listed below.

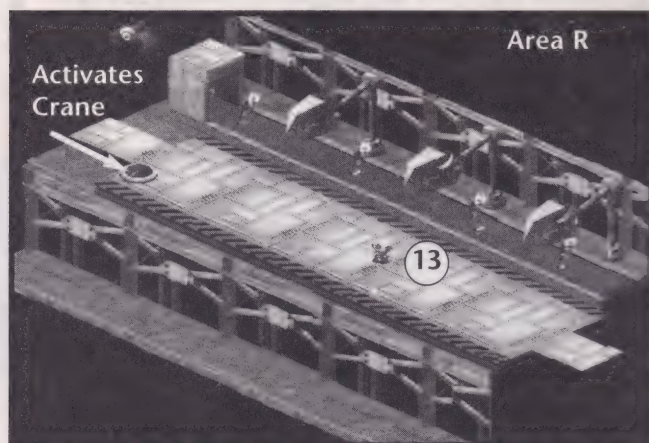
Domino: Bolt, Solidify, Blizzard, Light Beam

Mad Adder: Water Blast, Storm, Boulder, Sand Storm.



Cloaker Survives

Cloaker joins forces with Earth Link, and together combine to form the most potent physical attack combination you'll ever face. Fortunately, this means that they cannot use magic attacks, and are also very vulnerable to your magic spells. This is just a knock-down, drag-out fight, where the first to score the major hits is the victor. Keep pummeling Earth Link, and watch out for Cloaker's powerful knife attacks. He can stab you or throw a knife at you, and both inflict major damage. Also, Earth Link can bite you and has an incredibly potent version of Carni-Kiss. Now that you've beaten Smithy's left and right-hand men, it's time to go after Smithy himself and close this factory down, permanently! You'll automatically be sent into Area Q following the fight.



Area R

When you walk toward the middle of the room, you'll overhear the Clerks. Mallow jumps out to confront the clerks, who then challenge you to a fight. After beating the first wave of clerks, another group of clerks will assault you. They are a little tougher to defeat than the first group of clerks, but you should be able to drop them easily. When Mallow is done fooling around, head toward the northwest exit. On your way out, Toad calls out to you! The Chancellor has sent him out to find you, and he's got some items that you can buy to take

into the fight with Smithy. He also gives you a free Rock Candy.

Area S

You barge into another conversation on your way to the northwest portion of this room. This time, you'll take on the Factory Manager and his assemblers.

Area T

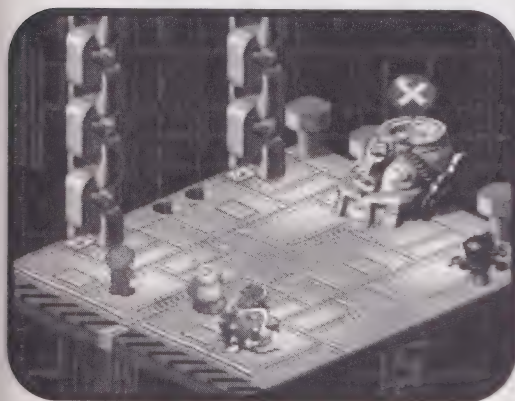
This room has only one person in it, the Director of the Factory. Princess Toadstool demands that the Factory stop its operations, but the Director won't allow that. The Director is a pretty tough customer, but his Poundette flunkies stand to hurt you worse, just because there are more of them. Use a couple of group attack spells to eliminate the Poundettes, then go after the Director. Save your progress at the Save Point before you move on.

Area U

This area is the new invention room, and the Factory Chief is hard at work fine-tuning his newest creation, Gunyolk. The Chief and Gunyolk are both quite powerful, so be prepared for a tough battle.

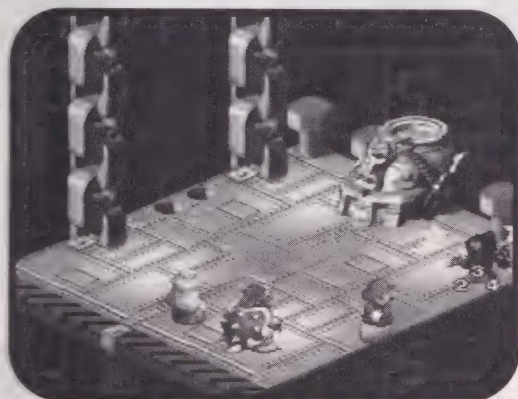
MINI-BOSS FIGHT: GUNYOLK

Gunyolk and the Chief form a potent combination of individual styles, but you should be able to take them out. The Chief has incredible attack strength, but his attacks are blockable. When the Chief isn't bashing you, Gunyolk will attack you with his Breaker Beam, just like the one used by the Axem Rangers.



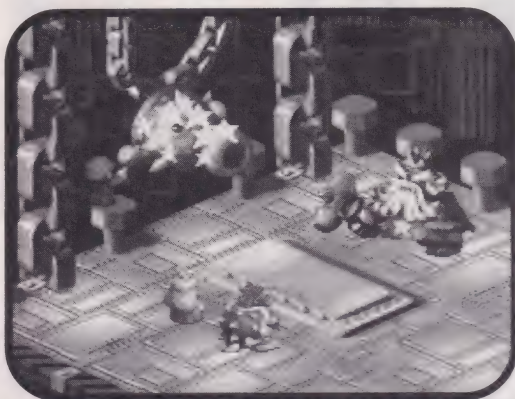
The constant onslaught of these attacks, combined with the Chief's other attacks like Funguspike, can really cause you problems. To even up the odds, have the Princess cast her Mute spell on Gunyolk. If you're successful, Gunyolk will lose the ability to fire his most powerful weapon, and will only be able to use his weak physical attack against you. It won't take many turns to finish these two off after you've gotten Gunyolk under control. Just keep Gunyolk muted and you should be able to knock them out.

Now that the final obstacle to Smithy has been eliminated, you're ready to take him on! Just remember to save your game in Area T before you advance. Step on the "1" Switch to activate the crane and enter Smithy's domain!



BOSS Fight: SMITHY #1

It's going to take everything you've got to beat Smithy, so get ready for the fight of your life! (Refer to **BOSS FIGHT: CULEX** in Chapter 5 for the ultimate party configuration.)



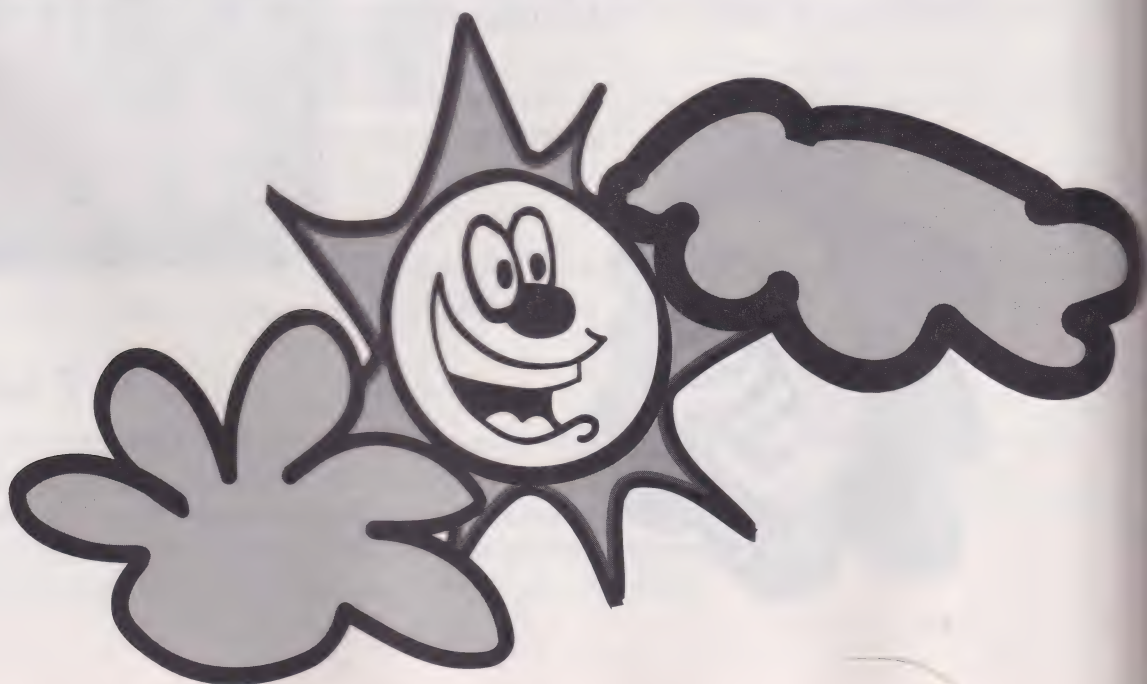
Start the fight by attacking Smelter, the gold fixture on the west wall. Smithy can hurt you with his magical attacks, but if Smelter has a chance to spread out molten metal, Smithy will be able create auxiliary troops that can help him put your lights out. You'll know that Smelter is out of the fight when you can't select him as a target anymore. Now that Smithy can't bring anyone else into the fight, it's time to finish him off. Look out for his occasional physical attack, which doesn't seem so powerful when compared to his magical attacks, which are listed below:

Sledge

Meteor Swarm (Smithy's version can cause over 100 pts. damage to everyone in the party)

Mega Drain

Keep up the pressure and keep yourself alive, and you'll eventually beat him! Smithy is irate that he's lost to you, and his constant hammering has weakened the foundation of the floor. His workers try to convince him, but it's too late. Smithy breaks the floor, and everyone goes tumbling down to the area beneath the factory. Smithy is really angry now, so much so that he takes off his disguise to show you his true form. Without the limitations of his worldly body, Smithy is more powerful than before, and is only interested in smashing you.



BOSS Fight: SMITHY #2

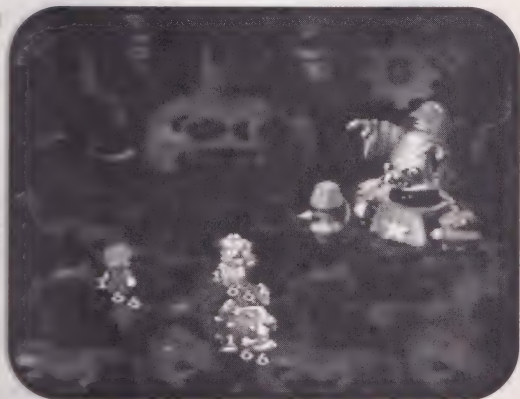
Smithy has more flexibility to attack in his true form, so be prepared to fend off the most bizarre attacks in the game. You've come this far, and now it's time to finish off Smithy for good.



Concentrate all your energy on Smithy's torso. If he can't move, he won't be able to use physical attacks against you. This is the best strategy, because Smithy's magical attacks are his least effective form of attack. Concentrate your attacks on his lower body until you disable it, and then go after his constantly-changing head.

It really doesn't matter which he is wearing as long as you keep kicking his butt and keep disabling his Torso. Keep a close eye on your party, and save a few KerokeroColas or Megalixirs to heal up when things are really getting rough. Just keep rendering Smithy motionless, and pour out all the punishment you can on his head. As long as you remain conscious, you have a fighting chance against him.

Smithy Can Use: Cannonball, Machine Gun Shot, Spear Rain, Arrow Rain, Dark Star, Shredder, Mega Poison, Mega S'Crow, and Meteor Swarm.



Eventually, after what seems like an eternity, Smithy's body has been worn out! He cannot exist in open space, so without something to hide inside, Smithy explodes in a flash of light! Wow! You've finally done it! Mario's World is safe again!

BESTIARY

LEGEND

HP = Hit Points

SA = Spells & Special Attacks

MR = Magic Resistance

World 1

Goomba

HP: 16
SA: None
MR: None

Sky Troopa

HP: 10
SA: None
MR: None

Spikey

HP: 20
SA: None
MR: None

Frogog

HP: 80
SA: Throws a sleep-causing cloud at character
MR: None

K-9

HP: 30
SA: Howl, Fangs
MR: None

Shyster

HP: N/A
SA: Drain
MR: Use regular attacks or magic

Hammer Bros. (Bosses)

HP: N/A
SA: Hammer Time, Valor Up
MR: No

Croco (Boss)

HP: N/A
SA: None
MR:

World 2

Goby

HP: 40
SA: None
MR: None

Rat Funk

HP: 32
SA: Poison
MR: None

Shadow

HP: 85
SA: Endobubble
MR: None

NOTE: Pure Water vaporizes him in one shot.

Hobogoblin

HP: 50
SA: Elegy, Dark Claw
MR: None

NOTE: Pure Water vaporizes him in one shot.

Pandorite

HP: 300
SA: Flame, Scream, Flame Wall
MR: Yes

The Big Boo

HP: 43
SA: Bolt, Scream, Lightning Orb
MR: None

NOTE: Pure Water vaporizes him in one shot.

Amanita

HP: 52
SA: Sporocyst
MR: None

Wiggler

HP: 120
SA: Sand Storm
MR: None

NOTE: Out of battle, jump on his head as much as possible to earn coins. Ten consecutive jumps gets you a Frog coin.

Sparky

HP: 120
SA: Drain, Flame
MR: None

Buzzer

HP: 43
SA: Thornet
MR: None

Guerrilla

HP: 135
SA: None
MR: None

Piranha Plant

HP: 168
SA: S'crow Dust, Pollen Nap
MR: None

Octolot

HP: 99
SA: Flamewall, Lightning Orb, Flame
MR: None

Shy Guy

HP: 78
SA: Doom Reverb, Lulla Bye
MR: None

Crook

HP: 38
SA: None
MR: None

NOTE: Crook has a tendency to run away during battle.

Snap Dragon

HP: 90
SA: None
MR: None

Belome

(mini boss in castle)

HP: 500
SA: Character Swallow, S'crow Punch
MR: None

World 3

Pulsar

HP: 69
SA: Electroshock
MR: None

Rock

HP: 25
SA: None
MR: Yes

Spookum

HP: 98
SA: Drain, Gunkball
MR: None

Jester

HP: 151
SA: Full House, Wild Card
MR: None

Bob-omb

HP: 90
SA: None
MR: None

NOTE: These guys randomly explode on you, so be prepared for the battle to end abruptly.

Rob-omb

HP: 42
SA: None
MR: None

NOTE: These guys randomly explode on you, so be prepared for the battle to end abruptly.

Cluster

HP: 60
SA: Crystal
MR: None

Remo Con

HP: 88
SA: Body Slam, Eerie Jig
MR: Yes

Fireball

HP: 10
SA: Darin, Mega Drain
MR: None

Chomp

HP: 100
SA: Chomp, Carni-Kiss
MR: None

Orb User

HP: 8
SA: Bolt, Recover
MR: Yes

Spikester

HP: 50
SA: None
MR: None

Lakitu

HP: 124
SA: Chomp, static E, Bolt
MR: Yes

Carroboscis

HP: 90
SA: Spore Chimes, S'crow Bell
MR: None

Artichoker

HP: 200
SA: Restore
MR: Yes

Apprentice Snifit

HP: 120
SA: Static E, Bolt
MR: None

World 4**Gecko**

HP: 92
SA: Fun and Run, Venom Drool
MR: Yes

Sackit

HP: 152
SA: None
MR: None

NOTE: Has a tendency to run away.

Mukumuku

HP: 108
SA: Missed me!
MR: Yes

NOTE: Mallow's lightning spell wipes out all of the underwater enemies in one hit (except the Leuko).

Zeostar

HP: 90
SA: iro Plasm
MR: None

Leuko

HP: 220
SA: Bolt, Static E, Solidify
MR: Yes

Bloober

HP: 130
SA: Ink Blast
MR: None

Straw Head

HP: 131
SA: Stench
MR: None

Mr. Kipper

HP: 133
SA: None
MR: None

Crusty

HP: 80
SA: Lightning Orb
MR: None

Reacher

HP: 184
SA: Elegy
MR: None

NOTE: Pure Water vaporizes him in one shot.

Greaper

HP: 148
SA: Blizzard, Lightning Orb, Crystal, Death Sickle
MR: None

NOTE: Pure Water vaporizes him in one shot.

Dry Bones

HP: 0
SA: None
MR: None

NOTE: The only way to defeat this character is to use any magic spell on it. Also, Pure Water vaporizes him in one shot.

Gorgon

HP: 140
SA: Echo Finder, Diamond Saw, Willy Wisp
MR: None

Alley Rat

HP: 105
SA: Poison
MR: None

World 5

Jagger

HP: 600
SA: Terrapunch
MR: None

Jinx

HP: 600, 800, or 1000
SA: Jinxed, Triple Kick, Valor Up, Quick Silver (2nd time), Bombs Away (3rd time)
MR: Yes

Culex

HP: 4096
SA: Dark Star, Shredder, Meteor Blast
MR: None

Wind Crystal (Green)

HP: 800
SA: Electroshock, Petal Blast
MR: None

Fire Crystal (Red)

HP: 2500
SA: Flame, Mega Drain
MR: None

Water Crystal (Blue)

HP: 1800
SA: Diamond Saw, Solidify, Crystal, Water Blast, Ice
MR: None

Earth Crystal (Yellow)

HP: 3200
SA: Sand Storm, Blast, Boulder
MR:

Chow

HP: 80
SA: Howl, Poison
MR: None

Octovader

HP: 250
SA: Lightning Orb, Drain Beam, Sleep Sauce, Bolt
MR: Yes

Shogun

HP: 150
SA: Carni-Kiss, Vigor Up
MR: None

Spinthra

HP: 230
SA: Poison
MR: No

Geckit

HP: 100
SA: Sleep Sauce
MR: No

NOTE: This monster gets "confused" and attacks itself and its allies.

Chewy

HP: 90
SA: Mega Drain
MR: No, but is resistant to Mario's Super Jump

Shy Away

HP: 140
SA: Willy Wisp, Elegy
MR: None

NOTE: These guys have a tendency to run away during battle.

Stinger

HP: 65
SA: Thornet, Fungus spike
MR: None

Fink Flower

HP: 200
SA: Pollen Nap, S'crow Dust, Recover
MR: None

Kriffid

HP: 230
SA: Sand Storm, Blast, Gunk Ball, Flame
MR: None

Box Boy

HP: 900
SA: Water Blast, Blast, Scream, Carni-Kiss
MR: Yes

Fausto

HP: 420
SA: Boulder, Meteor Blast, Aurora Flash
MR: None

Mokur/ka

("Mokura" in attack box,
 "Mokuka" in speech box)

HP: 10 as "Formless", 620 as Mokur/ka
SA: Bolt, Electroshock, Solidify, Static E
MR: None as Formless, Yes as Mokur/ka

NOTE: This puffy little cloud follows you around in World 5, but runs away if you pursue it. If you catch it, he fights. You will never hit him if try just physical attacks, but any magic spell makes him visible, and the real fight can begin.

Smilax

HP: 200
SA: Drain, Pollen Nap
MR: None

Megasmilax

(made of 7 regular
 smilaxes, and then itself)

HP: $1400 + 1000 = 2500$
SA: Petal Blast, Flame Wall, S'crow Dust, Drain
MR: None

World 6

Birdy

HP: 150
SA: Grinder
MR: None

NOTE: This enemy has a tendency to get confused[md]when it is, it hurts itself or its allies.

Heavy Troop

HP: 250
SA: None
MR: None

NOTE: It takes one round for Heavy Troopa to get ready to launch each time.

Pinwheel

HP: 99
SA: None
MR: Yes

Shaman

HP: 150
SA: Blizzard, Lightning Orb
MR: Yes

Sling Shy

HP: 120
SA: Spore Chimes, S'crow Bell, Doom Reverb
MR: None

Orbison

HP: 30
SA: Recover, Mega-Recover
MR: Yes

Jawful

HP: 278
SA: None
MR: None

NOTE: The Jawful sleeps when it first appears, and wake up when attacked, or randomly in the battle.

Muckle

HP: 320
SA: Crystal, Blizzard
MR: None

NOTE: Sometimes they don't attack.

Bluebird

HP: 200
SA: Grinder, Blizzard, Crystal
MR: Yes

Shelly/Birdo

HP: 500/777
SA: None/None
MR: None/Yes

Dodo

HP: 1000
SA: Multi-Strike, Flutterhush
MR: None

Queen Valentina

HP: 2000
SA: Blizzard, Crystal, Diamond Saw, Aurora Flash
MR: None

Pyrosphere

HP: 167
SA: Drain, Flame Stone
MR: Immune to Fire

Magmus

HP: 50
SA: Valor Up
MR: Immune to Fire

Chained Kong

HP: 355
SA: None
MR: Immune to Fire

Vomer

HP: 0
SA: None
MR: None

NOTE: The only way to defeat this character is to use any magic spell on it. Also, Pure Water vaporizes him in one shot.

Armored Ant

HP: 230
SA: Endobubble
MR: Immune to Fire

Oerlikon

HP: 85
SA: None
MR: Immune to Fire, and Mario Jumps

Stumpet

HP: 500
SA: Va va voom, Backfire
MR: Immune to Fire

NOTE: It takes one round for Va va voom to charge.

Corkpedite (Front)

HP: 200
SA: Sand Storm
MR: Immune to Fire

Corkpedite (Body)

HP: 300
SA: Migrane
MR: Immune to Fire

NOTE: If you defeat the Corkpedite's front first, the body does "Migrane" (explodes) and hurts the whole party. Defeat the body first, then the front.

Czar Dragon

HP: 1400
SA: Flame Wall, Water Blast
MR: Immune to Fire

Helio

HP: 10
SA: None
MR: Immune to Fire

NOTE: Four are on dragon at one time, and can be recalled as often as they're used up.

Zombone (Czar Dragon Skeleton)

HP: 1800
SA: Boulder
MR: Immune to electricity and fire

Axem Red

HP: 800
SA: Vigor Up
MR: None

Axem Pink

HP: 400
SA: Recover, Mega Recover, Sleep, Petal Blast
MR: Resistant to Mallow's Thunderbolt

NOTE: The sleep spell she throws has no name.

Axem Black

HP: 550
SA: Spritz Bomb
MR: None

Axem Green

HP: 450
SA: Meteor Blast, Solidify, Static E
MR: Resistant to Thunderbolt

Axem Yellow

HP: 600
SA: Body Slam, Heavy Bubble
MR: Pretty resistant to Thunderbolt

World 2

Terra Cotta

HP: 180
SA: None
MR: Resistant to Fire Spells

Forkies

HP: 350
SA: Storm
MR: Resistant to Thunderbolt

Gu Goomba

HP: 132
SA: Thornet
MR: None

Star Cruster

HP: 72
SA: Sleep
MR: None

NOTE: The sleep spell it throws has no name.

Tub-O-Troopa

HP: 500
SA: None
MR: None

NOTE: It takes one round for Heavy Troopa to get ready to launch each time.

Malakoopa

HP: 95
SA: None
MR: Resistant to Thunderbolt

Mr. Kipper

HP: 133
SA: None
MR: None

Glum Reaper

HP: 184
SA: Deathsickle, Scythe, Lightning Orb, Drain Beam, Willy Wisp
MR: Resistant to Thunderbolt and Fire spells.

Magikoopa

HP: 1600
SA: Solidify, Willy Wisp, Flame Wall, Water Blast, Blast
MR: Resistant to Thunderbolt

Bahamutt

HP: 500
SA: None
MR: None

Jinx Clone

HP: 220-389
SA: Jinxed, Multi-attack, Quicksilver, Silver Bullet
MR: None

King Bomb

HP: 500
SA: None
MR: None

NOTE: This guy randomly explodes on you, so be prepared for the battle to end abruptly.

Big Bertha

HP: 350
SA: None
MR: None, and Thunderbolt does Big Damage!

Boomer

HP: 2000
SA: When Red: Blizzard, Vigor Up.
 When Blue: Blast, Valor Up
MR: Fairly Strong

Exor

HP: 1800
SA: N/A
MR: N/A

Right Eye

HP: 500
SA: Mega Drain, Aurora Flash, Diamond Saw, Bolt, Blast, and Dark Star.
MR: Yes

Left Eye

HP: 300
SA: Blink, Gunk Ball, S'crow Bell
MR: Some

Neosquid

HP: 800
SA: Corona, Static E, Solidify, Lulla-Bye, Flame Wall, Carni-Kiss, Aurora Flash
MR: Some

Jabit

HP: 150
SA: Last Shot!
MR: None

Springer

HP: 150
SA: Drain, Somnus Waltz
MR: Yes

Count Down

HP: 2400
SA: At 1:00: Crystal or Ice Rock. At 3:00: Recover. At 5:00: Aurora Flash. At 6:00: Mega Recover. At 7:00: Water Blast. At 9:00: Rest. At 10:00: Petal Blast. At 12:00: Corona.
MR: Resistance to Mute

Ding-A-Ling

(each; there are two)

HP: 1200
SA: Dark Star, S'Crow Bell, Spore Chimes, Doom Reverb
MR: Resistance to Mute

NOTE: Sometimes they don't attack.

Yaridovich 2

HP: 800
SA: Meteor Blast, Flame Stone
MR: Yes

Arrow Clones

HP: 180
SA: Skewer
MR: Yes

Hippopo

HP: 400
SA: Flame Stone, Sand Storm, Solidify
MR: Immune to Thunder

Ameboid

HP: 220
SA: Viro Plasm, Psycho Plasm
MR: None

Dopple

HP: 333
SA: Endobubble, Echofinder
MR: None

Axem Red Clone

HP: 180
SA: see Axem Red
MR: see Axem Red

Axem Green Clone

HP: 80
SA: see Axem Green
MR: see Axem Green

Axem Pink Clone

HP: 100
SA: see Axem Pink
MR: see Axem Pink

Puppox

HP: 300
SA: Eerie Jig
MR: Immune to Thunder, Weak vs. Fire

Shyster Clone

HP: 100
SA: Drain
MR: None

Mack 2

HP: 300
SA: Flame, Flame Wall
MR: None

NOTE: Mack can be stunned, and attack his allies.

L'il Boo

HP: 66
SA: Willy Wisp, Lightning Orb
MR: Good general resistance

NOTE: Pure Water vaporizes him in one shot.

Bowyer Clone

HP: 1000
SA: see Bowyer
MR: see Bowyer

Axem Black

HP: 120
Attack: see Axem Black
SA: see Axem Black
MR: see Axem Black

Axem Yellow

HP: 110
SA: see Axem Yellow
MR: see Axem Yellow

Ninja

HP: 235
SA: None
MR: None

NOTE: Ninja has a tendency to run away.

Cloaker (Boss)

HP: 1200
SA: Endobubble
MR: None

Domino (Boss)

HP: 900
SA: Endobubble, Flame Stone, Lightning Orb
MR: Excellent resistance to all

Cloaker 2 (Boss)

HP: 1200
SA: None
MR: None

Domino 2 (Boss)

HP: 900
SA: Bolt, Solidify, Blizzard, Light Beam
MR: Excellent resistance to all magic

Earth Link

HP: 2500
SA: Carni-Kiss, Poison
MR: None

NOTE: Only fight if you beat Domino. Defeat him first to win fight.

Mad Adder

HP: 2500
SA: Mad Adder: Water Blast, Storm, Boulder, Sand Storm.
MR: Good general resistance

NOTE: Only fight if defeat Cloaker. Defeat him first to win fight.

Mad Mallet

HP: 200
SA: None
MR: Immune to Jump, Weak vs. Thunder

NOTE: Mad Mullet can be put to sleep.

Pounder

HP: 180
SA: None
MR:

Poundette

HP: 150
SA: None
MR: Immune to Jump, Weak vs. Thunder

NOTE: Poundette can be put to sleep.

Clerk

HP: 500
SA: Valor Up, Fake run, then throws bomb
MR: Resistant to fire

Manager

HP: 800
SA: Valor Up, Vigor Up, Fake run, then throws strong Bomb
MR: Resistant to Fire

NOTE: Manager can be put to sleep.

Director

HP: 1000
SA: Valor Up, Vigor Up, Fake run, then throws powerful Bomb
MR: Good general resistance

NOTE: Director can be put to sleep; also can recall Poundettes after he's defeated.

Factory Chief

HP: 1000
SA: Funguspike
MR: Weak vs. Thunder

Gunyolk

HP: 1500
SA: Breaker Beam, Echofinder
MR: Immune to Fire

NOTE: Gunyolk can be muted

Smithy #1

HP: 2000
SA: Meteor Swarm, Sledge, Mega Drain
MR: Good general resistance

NOTE: Don't walk away after you beat him.

Smelter

HP: 1500
SA: Lava Spit
MR: None

NOTE: Once destroyed, Smithy cannot make Shyper

Shyper

HP: 400
SA: Sword Rain
MR: None

Smithy #2 (Torso)

HP: 1000
SA: None
MR: Good general resistance

NOTE: Cannot be destroyed, but can be temporarily disabled.

Smithy #2 (Head)

HP: 8000
SA: Magnum, Arrow Rain, Boulder, Shredder, Dark Star, Meteor Swarm, Super S'Crow
MR: Immune to Thunder and Fire

NOTE: Has 5 separate heads, with collective hit points.

Magician Sub-head

HP: see Head
SA: Spear Rain, Arrow Rain, Dark Star, Meteor Swarm, Boulder
MR: Excellent general resistance

Tank Sub-head

HP: See Head
SA: Magnum
MR: Weak vs. Thunder

Chest Sub-head

HP: See Head
SA: Super S'Crow, Ultra Poison
MR: Somewhat weak vs. Fire

True Form Sub-head

HP: See Head
SA: None
MR: Good general resistance

Mask Sub-head

HP: See Head
SA: Shredder
MR: Good general resistance

Spell List

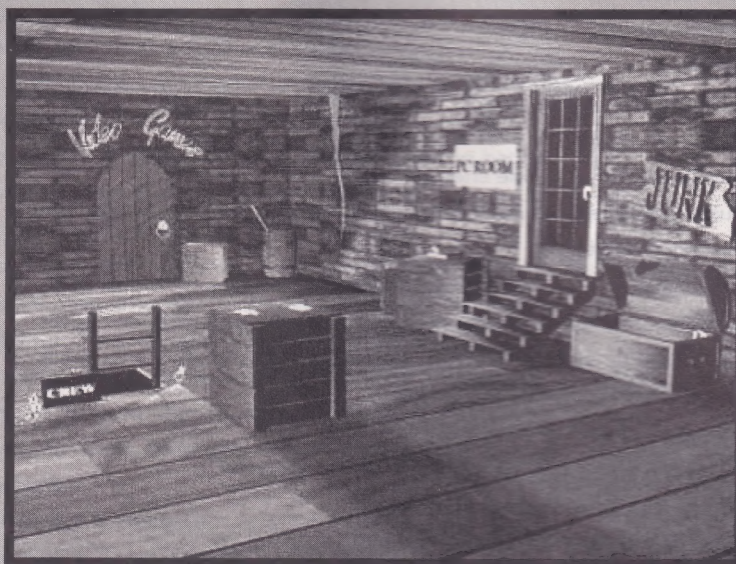
Spell:

Effect:

Arrow Rain	Hundreds of arrows fall from the sky and hit everyone.
Aurora Flash	Whole party surrounded by damaging light and placed under Sleep spell.
Backfire	Explosion on one character—ouch!
Blast	Powerful spell that uses fire on one character for big damage.
Blizzard	Cold spell cast over whole party.
Body Slam	Aggressive punch attack.
Bolt	Lightning on one character.
Bombs Away	Jinx's most lethal attack, a multi-bomb lob.
Boulder	A room full of boulders rains down on your whole party, hurting everyone.
Carni-Kiss	Nasty bite attack.
Character Swallow	Belome holds one character captive temporarily during battle.
Character Clone	Belome tastes character, then clones him/her.
Chomp	Bite attack by—you guessed it—a Chomp.
Corona	Harsh attack that surrounds the whole party in yellow light and causes heavy damage.
Crystal	Three crystals drop onto your character's head causing damage.
Dark Claw	A strike at your character and then a shot of poison.
Dark Star	A very evil spell. A dark star appears and bounces on everyone's noggins.
Death Sickle	Four Greapers surround the character and strike him/her with weakness.
Diamond Saw	Blizzard spell to whole party with some large snowflakes for emphasis.
Doom Reverb	Character sleeps.
Drain	Small fireball at one character.
Drain Beam	Damaging spell over whole party.
Echofinder	Mutes Spellcasting for one character.
Eerie Jig	Turns character into a Scarecrow.
Electroshock	Damaging spell over whole party.
Elegy	Character is unable to cast spells.
Endobubble	Weakens character.
Fangs	A more harsh bite attack than normal from a K-9.
Fear Roulette	Kills whomever it picks if it hits—hit B as soon as you see it fall.
Flame	One character gets singed.
Flame Stone	Big Flame Ball at one character.
Flame Wall	Flames attack your whole party.
Flutterhush	Dodo takes away your ability to cast spells.
Full House	A physical card toss by the Jester.
Fun and Run	Stronger attack than Gecko's typical tongue lash.
Funguspike	Turns one character into a mushroom.
Get Tough!	Johnny uses this to strengthen his defense.
Grinder	Birdy and Bluebirds use this strong stab attack.
Gunkball	Mutes Spellcasting for one character.
Heavy Bubble	Damaging cloud attack on one character.
Howl	Spell that weakens your character; cast by K-9s.
Ink Blast	Weakens one character.
Iron Maiden	Weakens character.
Jinxed	Jinx's multi-punch attack.
Last Shot	The Jabit makes a kamikaze run for one character.

Light Beam	Whole party surrounded by somewhat damaging light and placed under Sleep spell.
Lightning Orb	Mutes Spellcasting for one character.
Lulla Bye	Character sleeps.
Mega Drain	Causes a good amount of damage to one character.
Meteor Blast	Light rains down on your whole party.
Meteor Shower	A room full of stars rains down on your whole party, causing a painful amount of damage.
Mirage Attack!	Yaridovich splits in two to confuse you and increases his odds of winning
Migrane	The Corkpedite's Body explodes and causes major damage to one member of your party.
Missed Mel	Does nothing; performed by the adorable Mukumuku's of Star Hill.
Multi-Strike	Dodo performs a multi-beak attack on your character.
Petal Blast	Turns your whole party into mushrooms.
Poison	'Nuff said.
Pollen Nap	Character sleeps.
Psycho Plasm	Weaken.
Quicksilver	Jinx's knock-you-down attack
Recover	Recover Hit Points.
Restore	Restores Hit Points to one enemy.
Sand Storm	Causes whole party to shake with weakness from the sand in their eyes.
Scream	Weakens character.
S'Crow Funk	Turns character into a Scarecrow; all they can do is block or cast spells.
S'crow Bell	Turns character into a Scarecrow; all they can do is block or cast spells.
S'crow Dust	Turns character into a Scarecrow; all they can do is block or cast spells.
Scythe	Certain death to one character—Ick.
Shredder	Damage spell over whole party.
Skewer	A fairly damaging stab from a lance to one character.
Sleep Sauce	Puts one character under a Sleep spell.
Solidify	Injures whole party with ice blocks.
Somnus Waltz	Music puts one person to sleep.
Spear Rain	Hundreds of spears rain down on the whole party.
Spore Chimes	Turns character into a Mushroom; he/she can't do anything but take damage.
Sporocyst	Turns character into a Mushroom; he/she can't do anything but take damage.
Spritz Bomb	Multi-bomb attack on one character.
Static E	Shocks whole party with electricity.
Stench	Poison.
Storm	Attacks one character with the power of the storm.
Super S'Crow	Turns all characters into Scarecrows
Sword Rain	Hundreds of swords dance on your party's heads.
Terrapunch	Nasty punch attack.
Thornet	Shot from most bee enemies, Thornet turns a character into a mushroom. In this form, characters can do nothing.
Triple Kick	Jinx's kick attack.
Ultra Poison	Poisons entire party
Va Va Voom	Explosion on one character—ouch!
Valor Up	Enemy increases his defense.
Venom Drool	Poison.
Vigor Up	Enemy increases his attack
Viro Plasm	Poison.
Water Blast	A bad storm rains down on your whole party, causing a fair amount of damage.
Weird Mushroom	Heals enemy for 60 HP.
Wild Card	Multiple tossed cards at your character by the Jester.
Willy-Wisp	Nasty spell that causes noticeable damage.

DESCEND INTO /// *BradyGAMES* BASEMENT



THESE AIN'T NO REC ROOMS

PC GAME ROOM

- game shareware
- downloadable screen shots from the month's hottest games
- sample chapters of all the PC game guides
- game release lists updated weekly

VIDEO GAME ROOM

- downloadable screen shots from the month's hottest games
- sample chapters of popular video game strategy guides
- game release lists updated monthly
- new gaming tip featured daily, provided by Brady's gaming staff experts

JUNK TRUNK

- information on how to become a BradyGAMES author
- survey with chance to win strategy guides from BradyGAMES
- promotional updates
- ongoing contests

BRADY BUNCH ROOM

- meet the "cast" of BradyGAMES through pictures and profiles

SECRET ROOM

- get the most secret tips and exclusive news on gaming

<http://www.mcp.com/brady>

Copyright © 1995, Macmillan Computer Publishing-USA, A Simon & Schuster Company

TOTALLY UNAUTHORIZED

SUPER MARIO RPG

LEGEND OF THE SEVEN STARS™

**Walkthroughs for every world
highlighting both critical and
non-critical elements**

**Detailed maps for every world,
including locations of bonus items**

**Strategies for beating bosses and
moving on to the next world**

**Complete listings of all characters,
monsters, and items in the game**

**It's Mario's
biggest
adventure to
date as he
breaks into
the world of
role-playing
games.**

**Packed with
strategies and
tips, this
comprehensive
guide will help
you get the
most out of
this giant
game.**

**TAKE MARIO
ON HIS
GREATEST
ADVENTURE
YET!**

Super Mario RPG: Legend of the Seven Stars™ is a trademark of Super Nintendo Entertainment System®. Game by Game Pak. ©1996 Nintendo of America, Inc. This book is published without the license, official seal, or participation of Nintendo of America, Inc.

\$12.99 USA / \$16.99 CAN / £11.50 Net UK

///BradyGAMES
STRATEGY GUIDES

Check out the BradyGAMES Web site at:
<http://www.mcp.com/brady>

